Japanese to English Basic Translation Guide

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Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

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VERSION LIST:

· **1.0 : [2011/06/19] –** *The very first version I've made of this guide, and hopefully the only version I'll have to make. All the core elements explaining everything in great detail are present, so just about everything should be already covered.*

1. FORWARD:

Hi, I'm DeviFoxx or "Devi" for short; no "L" in my name. Some of you might know me from another place out there. In any case, this Guidebook is dedicated to a certain little girl with red hair and freckles who has been a big fan of Phantasy Star for many years. This guide is also dedicated to those of you who are long-time / new fans of Phantasy Star, and aren't terribly fond of the way SEGA is handling the Phantasy Star franchise in western territories. It took a lot of time and effort to write this guide, and I would be most grateful that if you do indeed decide to use this guide that you at the very least acknowledge me for taking the time to write this. I should note right off the bat that if you're reading this from your computer, then **Japanese Language Support** should be enabled on the computer that you are using this guide from. Otherwise, you may not be able to identify many of the translations.

This guide is meant to aid those who want to play *Infinity* but are unable to understand so much as an ounce of Japanese. For the most part, this guide will cover everything you need to know in order to play effectively. This includes learning the two primary alphabets of Japanese, *Hiragana* (ひらがな) and *Katakana* (カタカナ). Both of which are necessary to gain at least a basic, rudimentary understanding of the game. This guide is written in such a way however that the transition into Japanese should be seamless and easy for you. While it may seem daunting at first, just relax. For the most part, all the menus in the game have been translated.

If you don't care about learning how to read basic Japanese, feel free to skip over the next couple of pages to get to the translation guide for Infinity. Just don't E-mail me with questions on ***"OMG HOW DO U TRNSLATE THIZ????"***, because I *promise* you that it will be promptly deleted. I get more e-mails like that than I can possibly count, and when people ask redundant questions, then it's an indication that they're not reading what's been written here. Everything you need to know is in this guide, and therefore if you're e-mailing me about something I've already answered, I'm more inclined not to respond.

However, if you have suggestions, comments, feedback, or have a question that you want to honestly ask, then feel free to drop me a line. I certainly wouldn't mind answering questions from people who are being sincere when they pose a question. So don't be afraid to ask.

Writing this guide was a very large and time-consuming task. If at any time you would like to offer a donation towards the efforts expended on the creation of this guide, you are welcome to visit this link:

- http://www.devimension.com/dona/psp2i_guide_download.html

This guide is also printer-friendly. While there are more than a few colorized pictures in this guide, it should be noted that I'm not making them too big or large. Without further ado, let's dive right in.

2. OVERVIEW & EXPLANATION: How to Read Elementary Level Japanese:

The Japanese language is comprised of 4 separate alphabets. Those alphabets are called *Hiragana* (ひらがな), *Katakana* (カタカナ), *Kanji* (漢字), & *Romaji*. Their usages are as follows:

- ***Hiragana* (ひらがな) :** This is the most common form of written language in Japanese. It is used to represent the majority of native Japanese words.
- ***Katakana* (カタカナ) :** This alphabet has one primary use and one secondary use. The primary use being that this alphabet is used to represent and verbalize loan words from other languages (such as English, Portugese, German, and Spanish) that were assimilated into the Japanese language. The secondary use is to emphasize Japanese words that are being screamed, or shouted (similar to how people might use ALL CAPITALIZED LETTERS to represent the act of screaming on the internet). But this secondary rule generally applies only to media such as video games or manga (comic books).
- ***Kanji* (漢字) :** The Chinese alphabet that was imported to Japan centuries ago. Used to represent entire words or ideas in Japanese all in one character. Kanji by nature have at least one *kun'yomi* [Japanese Reading] and one *on'yomi* [Original Chinese Reading]. Let's use a simplified example. The two Kanji **火** ("Fire") and **山** ("Mountain") have the Japanese reading **"hi"** and **"yama"** respectively. But when paired together to make **火山** ("Volcano"), the reading changes from the Japanese Readings (**"hi"** and **"yama"**) to the Chinese Readings, **"ka"** and **"zan"**. Don't worry though, you don't need to know this. That was just an "FYI". I'm going to be translating anyway.

  If you don't know how to read Kanji, it's alright. Typically for foreigners and small Japanese children who haven't learned Kanji yet, there is **Furigana**, which is a smaller font of Hiragana that sits above Kanji in written sentences. You're likely to see something like this in the titles to each episode of *Infinity* for example:

  The small Hiragana above the Kanji is intended to give the reader insight as to how the Kanji is pronounced. It's there to "help" the reader sound out the Kanji.
- ***Romaji* :** The English alphabet absorbed into the Japanese language. Used to sound out Japanese words using solely the English alphabet. Take the phrase above for example. In Romaji, it would read as: "***Watashi wa Kanji ga yomemasu.***" (meaning: "I can read Kanji.") For the duration of this article, I'm probably not going to be using Romaji.

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Notes on Pronunciation and how to Read:

I think the first and easiest place for us to start would be with Hiragana. In fact, *Hiragana* Is the recommended place to start if you're just trying to get a basic understanding of Japanese.

The way you read and pronounce Japanese as a written language (especially when it's Romanized) is vastly different than how most western languages like English are read. Take English for example, in our alphabet, our letters; the vowels and consonants (A, B, C, D, E, F, etc.) are used to represent sounds. Japanese is different, in the sense that the alphabet, there are only 5 vowels (***A, I, U, E, O***), one consonant (***N***), and the rest are syllables (***Ka, Ki, Ku, Ke, Ko, Ta, Chi, Tsu, Te, To***… and so on).

In English, the pronunciations of our vowels are dynamic. That is to say, they constantly shift and change. Take the English letter "A" for example, and look at the words *"Game"*, *"Cat"*, and *"March"*. Notice the fact that the way the letter "A" is pronounced in each of those words is different than the last one. This is not the case in Japanese. Opposite of English, vowels in Japanese have a static pronunciation. They are always constant and never change from word to word. Here's how all 5 vowels, and the consonant "N" are pronounced.

- **A :** Pronounced as a short "a", as in the words *"calm"*, *"armor"*, or *"farm"*.
- **I :** Pronounced as a long "e" sound, like in *"street", "feel",* or *"heat"*.
- **U :** Pronounced as a short "o" sound, like *"room", "cool"* or *"ultimate".*
- **E :** Pronounced as a short "e", making an "eh" sound as in "*ending*", "*eleven*" or "*ace*".
- **O :** Pronounced as a long "o", as in *"go", "roaming",* or *"boat".*
- **N :** Pronounced a lot like the letter "m" by itself, as in "Hmm…" or the "n" in "No".

Now that you know how to sound out the Japanese alphabet, please do your best to familiarize yourself with the *Hiragana* and *Katakana* alphabetic charts below.

(By the way, as a side note, if you actually want to actively learn Japanese as a second language—including grammar and vocabulary, then see section 11 at the end of this guide entitled: "Further reading on using Japanese".)

あ a	い i	う u	え e	お o
か ka	き ki	く ku	け ke	こ ko
さ sa	し shi	す su	せ se	そ so
た ta	ち chi	つ tsu	て te	と to
な na	に ni	ぬ nu	ね ne	の no
は ha	ひ hi	ふ fu	へ he	ほ ho
ま ma	み mi	む mu	め me	も mo
や ya		ゆ yu		よ yo
ら ra	り ri	る ru	れ re	ろ ro
わ wa		を wo / o		ん n

HIRAGANA ALPHABETIC CHART

ア a	イ i	ウ u	エ e	オ o
カ ka	キ ki	ク ku	ケ ke	コ ko
サ sa	シ shi	ス su	セ se	ソ so
タ ta	チ chi	ツ tsu	テ te	ト to
ナ na	ニ ni	ヌ nu	ネ ne	ノ no
ハ ha	ヒ hi	フ fu	ヘ he	ホ ho
マ ma	ミ mi	ム mu	メ me	モ mo
ヤ ya		ユ yu		ヨ yo
ラ ra	リ ri	ル ru	レ re	ロ ro
ワ wa		ヲ wo / o		ン n

KATAKANA ALPHABETIC CHART

To explain further into detail, in both *Hiragana* and *Katakana* there are extra sounds that are derived from these basic sets of characters. If you've seen Japanese *Hiragana* and *Katakana* before, I'm certain you've seen these punctuation marks next to characters:

[゛]　[゜]

These are voicing marks that slightly tweak the pronunciation of given characters in written Japanese. The one on the left is called ***ten-ten*** ["dot, dot" in Japanese], while the one on the right is called ***maru*** ["circle" in Japanese]. Depending on which character one of these markings is placed next to, the voicing of that character changes to a specific sound:

Note the two words above. The one on the left is *Katakana*, spelling out the word ***"BIDEO"*** ["Video" in Japanese]. Without the ***ten-ten*** (marked in red), it would simply spell out ***"HITEO"***.

The word on the right is *Hiragana*, spelling out the word ***"Shippai"*** ["Failure" in Japanese]. Again, without the ***maru*** being present, that word would spell out ***"Shihhai"*** [which is difficult to pronounce, and the reason why the ***maru*** was invented].

There's a general flow to it, however. This applies to both *Hiragana* and *Katakana*. I'll explain how to identify the sounds:

- For "K" sounds (**かきくけこ**), when ***ten-ten*** (゛) is present, the sound changes to a "G" sound.
- For "S" sounds (**さしすせそ**), when ***ten-ten*** (゛) is present, the sound changes to a "Z" sound.
- For "T" sounds (**たちつてと**), when ***ten-ten*** (゛) is present, the sound changes to a "D" sound.
- For "H" sounds (**はひふへほ**), when ***ten-ten*** (゛) is present, the sound changes to a "B" sound.
- For "H" sounds (**はひふへほ**), when ***maru*** (゜) is present, the sound changes to a "P" sound.

Two special characters in both *Hiragana* and *Katakana* alphabets I need to mention are **tsu** [**つ** / **ツ**] and **particle "wo"** [**を** / **ヲ**]. I also need to discuss the concept of lower-case letters, and the extended voicing line. I know this might seem daunting, but it's almost over. Don't worry.

Lower-Case Letters, Extended Voicing and the Letters "Tsu" [つ ／ ツ] and "Wo" [を / ヲ] :

I'll explain ***tsu*** first. By now, I'm sure that there have been instances where you've seen a small, lower-case ***tsu*** in the middle of a word. Words such as **ロックマン ROKKUMAN** ("Rock Man", the Japanese name of Mega Man), **ソニック SONIKKU** ("Sonic", the Hedgehog), or even **しっぱい shippai** from earlier. Notice how all of them have a lower-case **tsu** in them. This is what is called a **double-consonant sound**. Japanese often do this in written Japanese to essentially emphasize and "harden" the pronunciation of a consonant in a given word by downplaying the pronouncing of certain vowels. To make a double-consonant sound, lower-case **tsu** always precedes the consonant which it will turn into a double sound. See the words displayed above for examples of this.

On occasion, while reading Hiragana and Katakana, you may see lower-case versions of certain characters aside from **つ**. Namely, the characters **あ**, **い**, **う**, **え**, **お**, **や**, **ゆ**, and **よ**. These lower-case characters are often paired with consonant clusters that end in "u" or "i" sounds, such as **ふ**, **り**, or **び** for example. This is done as a way to "synthesize" even more sounds in Japanese, such as **ふぁ**[**"fa"**], **りゅ**[**"ryu"**], and **びょ** [**"byo"**], for example.

Also, from time to time, while reading Katakana words only, you may see a long line [**ー**] that resembles an unusually long hyphen. This only appears in writing Katakana and is used to signify a lengthened sound / pronunciation of whatever character it's following. This is why the name **ファンタシースターポータブル** can be Romanized into ***FANTASHII SUTAA POOTABURU*** "Phantasy Star Portable".

Lastly, we have を / ヲ, pronounced as either "wo" or "o". This character's functionality isn't so much as a letter, per se. You might think of it more like a punctuation mark used as a connective for sentences. Much like how we have an ampersand [&] in English to represent the words "and, per se". It's considered to be a sentence particle rather than an actual letter, and is often used to connect a subject to a verb in a sentence. Such as 「私はハンバーガーを食べる。」***"Watashi wa HANBAAGAA wo taberu."*** ["I will eat the Hamburger."]. With ***HANBAAGAA*** ["Hamburger"] being the subject, and ***Taberu*** ["to eat"] being the verb. It should be noted however that you likely will only ever see the Hiragana particle を. Because while the Katakana particle ヲ does indeed exist, it is extremely rare to be seen in regular use, and is largely considered to be archaic and outdated by modern-day Japanese. Feel free to use these links to further your learning of Japanese:

- http://www.youtube.com/watch?v=8Zxuy6eojZY A way of memorizing ***Hiragana*** & ***Katakana*** in song.
- http://www.youtube.com/watch?v=QHQV3Z4Tze8 Learning how to write ***Hiragana*** by Stroke Order.
- http://www.youtube.com/watch?v=rRDrjy1fXyk Learning how to write ***Katakana*** by Stroke Order.

With all this in mind, you are now equipped with the tools to understand Japanese on a basic level. We can finally get started on the guide for the game itself.

3. Changes from *Phantasy Star Portable 2* to *Phantasy Star Portable 2 Infinity* :

There have been a number of changes made from the original version to ***Infinity*** that I will take the opportunity to cover here and now for your convenience:

- **EPISODE 2** : This is an extension of the first story in the original *Phantasy Star Portable 2*. This Episode takes place 1 year later in which everyone [the supporting cast from the first adventure] is currently enjoying their lives since the defeat of the Sun God Cumhern in the previous episode. However, the appearance of an amnesiac Duman girl named Nagisa and her Ancient partner, the perverted Wynarl, set new events in motion as they traverse the Gurhal system in an effort to gather "Dark Falz Fragments".
- **Duman Race** : A new 5th playable race of characters. Dumans are a race of genetically altered Humans who's DNA has been corrupted after coming in contact with SEED. Common physical characteristics include an eye-patch over one eye, and extremely pale-colored skin. They have high physical and TECHNIC attack power potential, but the drawback is that they have paper-thin defense. This essentially makes them "glass cannons", who have to rely on evasion (instead of defense) for survival.
- **Storage Capacity Increased** : Capacity has been increased from 1,000 to 2,000.
- **All Nanoblasts now grant Invincibility** : While the duration for most Nanoblasts for Beasts have been shortened to 30 seconds, the advantage is that while in Nanoblast form, your Beast character will now be invincible!
- **Scape Doll collecting has been modified** : Scape Dolls will automatically go to your common storage box if you are currently carrying one on your person.
- **Rebirthing** : While the level cap still remains at 200, at the Job Type Counter there is a new option called Rebirth, which allows you to allocate more points to individual stats (Max HP, Max PP, Power, Mind, Defense, Evasion, etc.), ultimately making your character stronger. However, after doing so your level will be reset to Lv. 1, and you have to level up to 200 all over again. Rebirthing can be done as much as you like, however there is an "upper limit" to how high you can boost your stats.
- **Stats like HP are higher** : In the original game, stats were still fairly low in spite of being at higher levels like 150+ and beyond. This has been rectified now so that player characters will have much higher base stats in accordance with character levels.
- **PP Regain Higher** : The regeneration rate of PP after using a PA Skill / Bullet / TECHNIC has been increased.
- **Difficulty curve on missions lowered** : Tough Missions like ***The Magashi Plan*** can now be successfully completed without requiring specific Job and Weapon setups to make the mission easier.
- **Visual Lobbies** : Returning from *Phantasy Star Online*, Infrastructure Mode has visual lobbies again, and even includes the same BGM ("The Day Dawns") from *Phantasy Star Online*.
- **Total items increased to 3,000. Costumes Weapons Armor Furniture Music Discs** : Bursting with content.
- **Type Level Capacity Increased** : Levels of Job Types has been increased from Lv. 30 to Lv. 50.
- **More Type Abilities** : In accordance with the level boost, type abilities have been added.
- **More TECHNICs** : More TECHNICs have been added to the Force's arsenal. A general favorite now is ***Sazonde***, because it creates very high chains and juggles the enemy in the air simultaneously.
- **Type Level Up Rate is Faster from Lv. 31 to 50** : The grind past Lv. 30 isn't as grueling as it was to reach it. In fact, thanks to some of the new download missions like ***Maximum Attack Infinity 1 ~ 4***, type leveling is now basically nothing at this point. You can jump from Lv. 1 to 50 in about 3 to 4 days on average. No more having to spam ***The Magashi Plan*** anymore!
- **New Areas** : A host of new areas, zones, and battlefields to adventure upon. Ranging from CLAD 6's Beach Resort, to the Holy Ark of an Ancient Space Diety.

4. Controls and Basic Gameplay Functions :

Firstly, there is one thing that I need to mention right off the bat. In Eastern territories such as Japan, Korea, and China, all Sony PlayStation products generally have ○ for confirm, and X for cancel. This is in stark contrast to western territories such as America, the United Kingdom, and Australia who have it the other way around. That being said, let's press on. It should be noted that by and large, much of the menus in *Infinity* are as they were in the original game. Just the same however, I'll go over them.

Sony PSP Face & Shoulder Buttons and their Functions:

	Two functions. Confirms your selections by selecting the option currently highlighted. Like a Monomate, a piece of armor or weapon, confirming a dialogue choice in story mode, activating a switch for a door, etc. Also, during battle this will make your character **dodge roll** to evade an enemy's attack.
	The opposite of the circle button. The cross button cancels any choices you make. Also brings up the weapon and item palette in the middle of an adventure. To which point the player must use the D-Pad to select an item from the palette with the cross button held down.
	The Basic Attack Button. Attack with your weapon. Also allows you to cancel text entry while typing to your party. When this button is pressed simultaneously with the Triangle button and the blast gauge Is, full, your character will unleash their Mirage Blast / Nanoblast / SUV Attack / Infinity Blast (Duman).
	The secondary attack button which uses your Photon Arts / Bullet Skill / Technic equipped for that weapon. When this button is pressed simultaneously with the Square button and the blast gauge Is, full, your character will unleash their Mirage Blast / Nanoblast / SUV Attack / Infinity Blast (Duman).
	Rotates the camera behind the player character. Allows you to lock-on to your enemy / opponent in mid-battle. Hold down L and press Left on the D-Pad to put yourself in first-person scanner perspective
	If you have a weapon equipped with secondary actions (Rods, Madoogs, Shadoogs, etc.), the attack palette swaps to the opposite selection of attacks. If a shield is equipped or an enemy is attacking, the R Trigger makes the player character guard him / herself.
	Pressing the select button brings up the chat shortcuts to be selected with the D-Pad and confirmed with Circle. Holding down the select button for an extended period of time brings up the snapshot feature. Pressing "START" while enabled takes snapshots. Holding down select again closes the feature.
	The Start Button brings up the main menu for the player to modify their options and assess their equipment. Also takes snapshots while the Camera Icon is present at the bottom of the screen (from holding down Select to turn on screenshot mode).
	The D-Pad shuffles through menus, chat shortcuts, and the attack palette. Hold down L and press Left on the D-Pad to put yourself in first-person scanner perspective
	The Analog Stick moves the player character in any direction.

Oh yeah! One important thing I forgot to mention when going through menus. Something you need to always remember: **はい** [*"Hai"*] means "Yes", and **いいえ** [*"Iie"*] means "No". Don't ***ever*** forget that.

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How to use the *IMPORT* feature available at the Main Menu:

I would expect that a number of players using this guide likely had their save file converted from the American / European versions of *Phantasy Star Portable 2* for the sole purpose of playing this game. Therefore, it would be more than necessary to display the features behind the **IMPORT** option on the main menu that appears after the title screen.

- ❖ インポート : ***Import***
  - → キャラクターインポート : ***Import Characters***
    - ⇒ ***[SELECT SAVE FILE]***
  - → 体験版データインポート : ***Import Trial Game Save Data***
    - ⇒ ***[SELECT SAVE FILE]***
  - → 前作セーブデータインポート : ***Import Save Data from Previous Game***
    - ⇒ ***[SELECT SAVE FILE]***
  - → ダウンロードアイテムインポート : ***Import Downloaded Items***
    - ⇒ ”武器”をインポート : ***Import “Weapons”***
      - ⇒ インポートアイテムの選択 : ***Selection of Import Items***
      - ⇒ インポート実行 : ***Execute Import***
      - ⇒ 戻る : ***Return***
    - ⇒ ”コスチューム”をインポート : ***Import “Costumes”***
      - ⇒ インポートアイテムの選択 : ***Selection of Import Items***
      - ⇒ インポート実行 : ***Execute Import***
      - ⇒ 戻る : ***Return***
    - ⇒ ”その他アイテム”をインポート : ***Import “Other Items”***
      - ⇒ インポートアイテムの選択 : ***Selection of Import Items***
      - ⇒ インポート実行 : ***Execute Import***
      - ⇒ 戻る : ***Return***
    - ⇒ インポートをやめる : ***Stop Importing***

The table above is a translated list of the Import options. When importing your save file, or files downloaded from the **Japanese PlayStation Network**, use this table as a reference point.

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New Character Menu Translation:

For those of you who want to create a new character instead of importing an older one, I have provided a basic translation of the character creation guide.

It is separated by the five basic pages that make up the character creator. It should be noted that any text with this color applies to CASTs exclusively.

❖ キャラクタークリエイト : ***Character Create*** **[PAGE 1]**

→ 種族 『ヒューマン／ニューマン／キャスト／ビースト／デューマン』:
Race [HUMAN / NEWMAN / CAST / BEAST / DUMAN]

→ 性別 『男性／女性』: ***Sex [Male / Female]***

→ 次の設定へ : ***To the Next Settings***

→ 戻る : ***Return***

❖ キャラクタークリエイト : ***Character Create*** **[PAGE 2]**

→ 顔つき : ***Facial Expression***

→ 顔 : ***Face***

→ 目 : ***Eyes***

→ まゆ : ***Eyebrows***

→ まつげ : ***Eyelashes***

→ 耳 : ***Ears***

→ ヘッドタイプ : ***Head Type***

→ 人工皮膚の色 : ***Artificial Skin Coloring***

→ 髪 : ***Hair***

→ ボディースーツ : ***Body Suit***

→ 肌の色 : ***Skin Color***

→ プロポーション : ***Proportion***

→ 次の設定へ : ***To the Next Settings***

→ 戻る : ***Return***

❖ キャラクタークリエイト : ***Character Create*** **[PAGE 3]**

→ ジャケット : ***Jacket***

→ パンツ : ***Pants***

→ シューズ : ***Shoes***

→ アーム : ***Arms***

→ トルソ : ***Torso***

→ レッグ : ***Legs***

→ メインカラー : ***Main Color***

→ サブカラー : ***Sub Color***

→ ボイスタイプ : ***Voice Type***

→ ボイスピッチ : ***Voice Pitch***

→ 次の設定へ : ***To the Next Settings***

→ 戻る : ***Return***

❖ キャラクタークリエイト : ***Character Create*** **[PAGE 4]**

→ 名前 : ***Name***

→ 戦闘『ハンター／レンジャー／フォース／ブレイバー』:
Battle Type [Hunter / Ranger / Force / Braver (Vanguard)]

→ 次の設定へ : ***To the Next Settings***

→ 戻る : ***Return***

❖ キャラクタークリエイト : ***Character Create*** **[PAGE 5]**

→ 名前 : ***Name***

→ マシナリータイプ : ***Machinery Type***

→ 設定完了 : ***Conclude Setup***

→ 戻る : ***Return***

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Before anything else, I thought it'd be wise to map out the functions of your ***My Room***. Well, really, there are only two major places that you access your house's features from; your **Visiphone** and your **Partner Machinery**. Things like the door to your house, the menus that pop up when you touch your furniture and your common storage box are easy enough to figure out on your own, so I won't bother translating them. So, with that being said, here is a basic layout of your home and its features.

❖ ビジフォン : ***Visiphone***	❖ ***PM : Partner Machinery***
→ プレイ実績 : ***Play Record***	→ マイルームチュートリアル : ***My Room Tutorial***
⇒ プレイヤー記録 : ***Player Record***	→ パートナーマシナリー機能 : ***Partner Machinery Function***
⇒ ストーリー評価 : ***Story Evaluation***	⇒ アイテムを与える : ***Give Item***
⇒ ミッション達成記録 : ***Mission Record***	⇒ ステータスを見る : ***View Status***
⇒ モンスター討伐記録 : ***Monsters Defeated***	⇒ 名前を変更 : ***Change Name***
⇒ ウェポン収集記録 : ***Weapons Collection***	⇒ 戻る : ***Return***
⇒ コスチューム収集記録 : ***Costume Collection***	→ マイルームのリフォーム : ***Remodel My Room***
⇒ 称号獲得記録 : ***Title Record***	→ ルームグッズ管理 : ***Room Goods Management***
⇒ チャレンジミッション記録 : ***Challenge Mission Record***	⇒ 設置モードオン／オフ : ***Item Placement On / Off***
⇒ バトルミッション記録 : ***Battle Mission Record***	⇒ ルームグッズ全て取り外す : ***Remove All Items***
→ 称号報酬受け取り : ***Title Rewards***	→ ジュークボックス管理 : ***Jukebox Management***
→ 用語辞典 : ***Terminology***	⇒ BGMリスト : ***Music List***
→ パスワード入力 : ***Password Entry***	⇒ BGM追加: ***Add Music***
→ キャンセル : ***Cancel***	⇒ 戻る : ***Return***
	→ キャンセル : ***Cancel***

5. MENU TRANSLATIONS IN-GAME: Options & Shopping Menus :

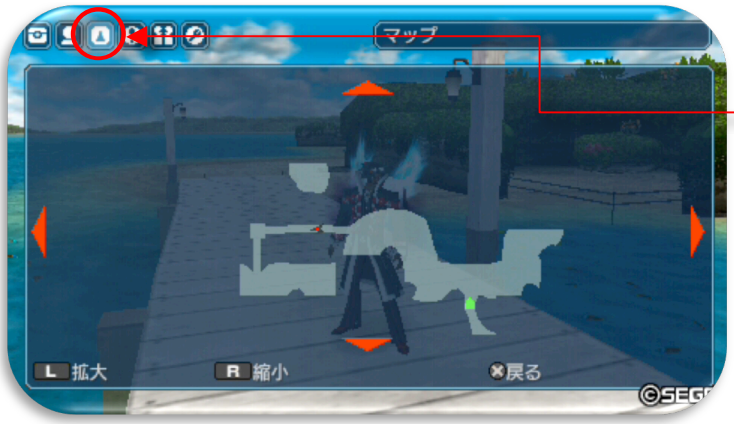
If you're very familiar with the menus in the original *Phantasy Star Portable 2*, then you should be able to breeze through this section for the most part. However, if you are still having trouble transitioning, here is the menu layout just for you. We'll start from the basics and go from there.

Before we get into this, I'd like to preface this with a brief explanation as to how I'm going to show the menu translations. I will show a picture, with text translations displayed to the side for your convenience. The text displayed will be color coded to show you what follows next when you click on certain options and subheadings, resembling something like a file tree. I might be confusing you, but it'd be just best if you followed along in this guide with your Sony PSP active while playing your copy of the game.

❖ 所持品：***Inventory***
- → 武器：***Weapons***
- → 防具：***Armor***
- → アイテム：***Items***
- → 服・パーツ：***Clothes / Parts***
- → その他：***Miscellaneous (i.e. Extend Codes, Furniture, Partner Machinery, Fusion Codes, etc.)***

  - → 習得する：***Acquire Skill (For Photon Arts)***
  - → パレット入れ替え：***Place into Attack Palette***
  - → フォトンアーツをリンク：***Link the Photon Arts***
  - → 置く：***Place on the Ground***
  - → 共有倉庫へ送る：***Send to Common Storage Box***
  - → 捨てる：***Throw Away / Discard***
  - → ロックする：***Lock the Item***
  - → 戻る：***Return***

❖ キャラクター情報：***Character Info***
- → ステータス：***Status***
- → 装備品一覧：***Equipment List***
  - ⇒ 武器：***Weapons***
  - ⇒ 防具：***Armor***
  - ⇒ アイテム：***Items***
  - ⇒ 服・パーツ：***Clothes / Parts***
- → フォトンアーツ一覧：***List of Photon Arts***
- → タイプ一覧：***List of Job Types***



❖ マップ : ***Map***

❖ ミッション情報 : ***Mission Information***

→ 進行状況 : ***Status***

⇒ メインストーリーの進行状況 : ***Main Story Status***

⇒ イリアスクライアントオーダー : ***Illias' Client Orders***

⇒ ロレットクライアントオーダー : ***Laurette's Client Orders***

⇒ ピットクライアントオーダー : ***Pit's Client Orders***

⇒ カーツのクライアントオーダー : ***Curtz's Client Orders***

→ ミッション放棄 : ***Abandon Mission***

→ インフィニティミッション : ***Infinity Mission***

⇒ ミッションコード一覧 : ***List Mission Codes***

⇒ ミッションコード消除 : ***Delete Mission Code***

⇒ ミッションコード送信 : ***Transmit Mission Codes***

⇒ ミッションコード受信 : ***Receive Mission Codes***

⇒ ミッションコード入れ替え : ***Sort Mission Codes***

⇒ 戻る : ***Return***

❖ コミュニティー : ***Community***

→ パーティー : ***Party***
- ⇒ パーティー招待 : ***Party Invitation***
- ⇒ パーティー脱退 : ***Leave Party***
- ⇒ パーティー解散 : ***Disband Party***
- ⇒ パーティー除外 : ***Remove Member from Party***
- ⇒ パーティー設定 : ***Party Setup***
- ⇒ 戻る : ***Return***

→ シンプルメール : ***Simple Mail***
- ⇒ 受信メール一覧 : ***List Received Mail***
- ⇒ シンプルメール作成 : ***Compose Simple Mail***
  - ⇒ 新規作成 : ***Compose New***
  - ⇒ 本文編集 : ***Edit Text***
  - ⇒ 宛先編集 : ***Edit Recipient***
  - ⇒ シンプルメール送信 : ***Send Simple Mail***
  - ⇒ 戻る : ***Return***
- ⇒ メール問い合わせ : ***Check Mail***
- ⇒ 戻る : ***Return***

→ パートナーカード : ***Partner Cards***
- ⇒ フレンド一覧 : ***List Friends***
- ⇒ パートナー一覧 : ***List Partners***
- ⇒ マイカード詳細 : ***My Card Details***
- ⇒ カードを渡す : ***Transmit Card***
- ⇒ カードを受け取る : ***Receive Card***
- ⇒ カード名の編集 : ***Edit the Name of Card***
- ⇒ ランキング情報: ***Ranking Information***
- ⇒ 戻る : ***Return***

→ サポートキャラクター : ***Support Characters***
- ⇒ マイキャラクター詳細 : ***My Character Details***
- ⇒ サポートキャラクター : ***Support Characters***
  - ⇒ マイキャラクター一覧 : ***List of My Characters***
  - ⇒ フレンドキャラクター一覧 : ***List of Support Characters***
- ⇒ キャラクターを渡す : ***Transmit Character***
- ⇒ キャラクターを受け取る : ***Receive Characters***
- ⇒ 戻る : ***Return***

→ ブラックリスト : ***Blacklist***
- ⇒ ユーザー追加 : ***Add Users***
  - ⇒ プレイログから : ***By Playlog***
  - ⇒ シンプルメールから : ***By Simple Mail***
  - ⇒ パートナーカードから : ***By Partner Cards***
  - ⇒ ロビーメンバーから : ***By Lobby Members***
  - ⇒ 戻る : ***Return***
- ⇒ ブラックリスト一覧 : ***List Blacklist***
- ⇒ 戻る : ***Return***

→ ショートカット設定 : ***Shortcut Setup***
- ⇒ ***Self-Explanatory***

→ オートワード設定 : ***Auto-Word Setup***
- ⇒ ***SEE NEXT PAGE FOR LIST OF AUTO-WORD COMMANDS***

→ チャットログ : ***Chat Log***
- ⇒ ***Self-Explanatory***

→ パートナーから招待 : ***Invite from Partner Characters***
→ マイキャラクターから招待 : ***Invite from My Characters***
→ フレンドキャラクターから招待 : ***Invite from Friend Characters***

→ カード詳細 : ***Card Details***
→ ソート優先度変偏 : ***Priority Sorting***
→ カード消除 : ***Delete Card***
→ シンプルメール送信 : ***Send Simple Mail***
→ 戻る : ***Return***

❖ オートワード設定 AUTO-WORD SETUP

Auto-Word works in the same manner as it did in the first PSPo2. Your character will speak pre-written speech when certain conditions are met. To set this up, here is a translated list of each entry for you to input in your game's textbox.

ミッション開始時: When a Mission Starts.
ミッションクリア時: When a Mission is Cleared / End Boss Defeated.
自分がレベルアップ: When You Level Up.
仲間がレベルアップ: When a Teammate Levels Up.
戦闘不能になった: When you die in battle.
復活した: When you are Revived by someone.
残り HP が 30%未満: When HP reaches 30% or Lower.
残り HP が 10%未満: When HP reaches 10% or Lower.
回復してもらった: When Healed by Someone.
補助してもらった: When Buffs are cast upon you (Shifta & Deband).
回復アイテム使用: When you consume a Healing item (Mates).
レアアイテム取得: Whenever you pick up a Rare Item (Red or Rainbow Box).
小ダメージを受けた: When inflicted with SMALL Damage.
中ダメージを受けた: When inflicted with MODERATE Damage.
大ダメージを受けた: When inflicted with LARGE Damage.
アタックの掛け声: A Warcry that's spoken at random.
フォトンアーツ発動: When you use Photon Arts(s).
チャージショット発射: When you use a Charge Shot.
ジャストガード成功: When you Just Guard / Parry.
緊急回避時: When you Dodge Roll.
キーを拾った: When you pick up a key.
ロックを解除した: When you unlock a door.
罠に引っかかった: When you are caught in Trap(s).
罠から救助された: When you are rescued from Trap(s).
罠から仲間を救助: When you've rescued someone from Trap(s).
所持品を開いている: When you open your Menu and shuffle through inventory.
待機中: While Idling (Generally spoken after 2 minutes elapses).

❖ システム : ***System***

→ セーブ : ***Save Game***

→ オプション : ***Options***

⇒ 文字表示速度 : ***Text Display Speed***

⇒ BGM ボリューム : ***BGM Volume***

⇒ SE ボリューム : ***SE Volume***

⇒ レーダーマップ表示 : ***Radar Map Display***

⇒ 詳細表示 : ***Display Details***

⇒ メインメニューのカーソル位置 : ***Position of the Main Menu Cursor***

⇒ キャラクター情報表示 : ***Character Information Display***

⇒ カメラ操作 : ***Camera Operation***

⇒ 片手武器／テクニック切り替え : ***Weapon / Technic Swap***

⇒ ロックオン : ***Lock On***

⇒ R ボタン／L ボタン設定 : ***R Button / L Button Setup***

⇒ キーボード入力設定 : ***Keyboard Input Setup***

⇒ 撮影モード設定 : ***Screenshot Mode Setup***

⇒ 戻る : ***Return***

⇒ 初期設定に戻る : ***Return to Default Settings***

→ タイトルに戻る : ***Return to Title Screen***

Creating / Joining a Party in Multi-Mode (For Local Wireless or adHoc Party) :

- ❖ ***MULTI MODE***
  - → 新規パーティーの結成 : ***Form a New Party***
    - ⇒ パーティープレイを開発 : ***Begin Party Play***
    - ⇒ キャンセル : ***Cancel***
      - ⇒ パーティーを再結成 : ***Reform Party***
      - ⇒ タイトルに戻る : ***Return to Title***
  - → パーティーに参加 : ***Participate in a Party***
    - ☆ ***WAIT FOR THE NAME OF A PERSON TO SHOW UP AND THEN SELECT IT***
    - ⇒ 参加する : ***Join***
    - ⇒ 参加しない : ***Don't Join***
      - ⇒ パーティーに参加 : ***Participate in a Party***
      - ⇒ タイトル画面に戻る : ***Return to Title Screen***
  - → タイトル画面に戻る : ***Return to the Title Screen***

The Shopping District of CLAD 6 :

❖ アイテムショップ : ***Item Shop***	❖ タイプカウンター : ***Type Counter***
→ 買う : ***Buy***	→ タイプセレクト : ***Type Select***
→ 売る : ***Sell***	⇒ ハンター・レンジャー・フォース・ブレイバー: ***Hunter · Ranger · Force · Braver (Vanguard)***
☆ ***LIST OF ITEMS ARE LOCATED IN THE GLOSSARY AT SECTION 9, SEE TABLE OF CONTENTS.***	→ タイプエクステンド : ***Type Extend***
→ 説明を見る : ***View the Explanation***	⇒ 装備グレードアップ : ***Equipment Upgrade***
→ 共有倉庫 : ***Common Storage Box***	⇒ 装備グレードダウン : ***Equipment Downgrade***
⇒ 預ける : ***Deposit***	→ アビリティカスタマイズ : ***Ability Customize***
⇒ 持ち出す : ***Withdraw***	☆ ***LIST OF TYPE ABILITIES ARE LOCATED IN THE GLOSSARY AT SECTION 9, SEE TABLE OF CONTENTS.***
⇒ 買って倉庫預ける : ***Buy and Deposit into Storage Box***	→ 転生 : ***Rebirth***
⇒ 倉庫から売る : ***Sell from your Storage Box***	☆ ***PLEASE READ BELOW FOR EXPLANATION OF THE REBIRTH SYSTEM.***
→ 店を出る : ***Leave the Store***	→ 説明を見る : ***View the Explanation***
	→ カウンターを出る : ***Leave the Counter***

The Concept and Usage of the REBIRTH System:

I'm sure you're probably wondering about the Rebirth system at this point, after either hearing about it or noticing it as a new option on the type counter. Simply stated, the Rebirth system is a new function that allows you to increase the overall strength of your character beyond Lv. 200.

Now please understand that you won't literally level up past Lv. 200 (even though the Monster level limit is 250). But rather, the Rebirth system allows you to increase the value of your base stats beyond their normal potential, such as your HP, PP, Attack, Defense, Evasion, Mind, and so on. The way it works is that at any given time—if you're between levels 50 to 200—you [the player] can go up to the Type Counter and select the option to Rebirth. A screen will be displayed on the following page.

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⇒Points Required for Each Tier: ↓ Individual Stats:	TIER 1	TIER 2	TIER 3	TIER 4	TIER 5	TIER 6	TIER 7	TIER 8	TIER 9	TIER 10	Total Points (+ Stats)
HP (+50)	15	20	25	30	35	40	45	50	55	60	375 (+500)
PP (+5)	5	10	15	20	25	30	35	40	45	50	275 (+50)
基本攻撃力 : Attack (+35)	20	25	30	35	40	45	50	55	60	65	425 (+350)
基本防御力 : Defense (+30)	8	12	16	20	24	28	32	36	40	44	260 (+300)
基本命中力 : Accuracy (+20)	25	30	35	40	45	50	55	60	65	70	475 (+200)
基本回避力 : Evasion (+8)	25	30	35	40	45	50	55	60	65	70	475 (+80)
基本法撃力 : TECH (+50)	20	25	30	35	40	45	50	55	60	65	425 (+500)
基本精神力 : Mind (+40)	8	12	16	20	24	28	32	36	40	44	260 (+400)
基本持久力: Stamina (+2)	2	4	6	8	10	12	14	16	18	20	110 (+20)
エクステンドコード : Extend Code	5 Points per 1 Extend Code. Total of 10 can be acquired per Rebirth										

This screen (and the corresponding chart above) will allow you to allocate points gained from leveling up and affix them to base stats that you would like to increase. Each individual stat can be upgraded a maximum of 10 times per character. The increments in which a stat increases vary from stat to stat. For example, Base Maximum HP increases in increments of an additional +50 per tier. At Tier 1, it costs 15 points (used from leveling up) to reach Tier 1. By the time you reach Tier 6, it will take another 45 Points to reach Tier 7 (increasing your HP by +50 yet again). When you Rebirth, your character's level is reset back to level 1, thus allowing you to level up again and rebirth if you want to.

❖ シールドラインショップ : ***Shield Line Shop***
- → 防具を買う : ***Buy Armor***
- → ユニットを買う : ***Buy Unit***
- → 売る : ***Sell***
  - ☆ ***LIST OF ITEMS ARE LOCATED IN THE GLOSSARY AT SECTION 9, SEE TABLE OF CONTENTS.***
- → 説明を見る : ***View the Explanation***
- → 共有倉庫 : ***Common Storage Box***
  - ⇒ 預ける : ***Deposit***
  - ⇒ 持ち出す : ***Withdraw***
  - ⇒ 買って倉庫預ける : ***Buy and Deposit into Storage Box***
  - ⇒ 倉庫から売る : ***Sell from your Storage Box***
- → 店を出る : ***Leave the Store***

❖ ウェポンショップ : ***Weapon Shop***
- → 打撃武器を買う : ***Buy Striking Weapons***
- → 射撃武器を買う : ***Buy Ranged Weapons***
- → 法撃武器を買う : ***Buy Technic-Based Weapons***
- → ディスクを買う : ***Buy Discs (Photon Arts, etc.)***
- → 売る : ***Sell***
  - ☆ ***LIST OF ITEMS ARE LOCATED IN THE GLOSSARY AT SECTION 9, SEE TABLE OF CONTENTS.***
- → 武器強化 : ***Weapon Enhancement (Grinding)***
- → 武器合成 : ***Weapon Synthesis / Fusion***
- → チャージタイプ変更 : ***Change Charge Type (Charge Shot 1 & 2)***
- → 説明を見る : ***View the Explanation***
- → 共有倉庫 : ***Common Storage Box***
  - ⇒ 預ける : ***Deposit***
  - ⇒ 持ち出す : ***Withdraw***
  - ⇒ 買って倉庫預ける : ***Buy and Deposit into Storage Box***
  - ⇒ 倉庫から売る : ***Sell from your Storage Box***
- → 店を出る : ***Leave the Store***

❖ ***List of Weapon Special Abilities***

燃焼 : ***Burn***	麻痺 : ***Stun / Paralyze***	火属性威力↑ : ***Fire Element Boost***
毒 : ***Poison***	混乱 : ***Confusion***	氷属性威力↑ : ***Ice Element Boost***
感染 : ***Infection***	魅了 : ***Charm***	雷属性威力↑ : ***Electric Element Boost***
感電 : ***Shock***	HP 吸収 : ***Drain HP***	土属性威力↑ : ***Ground Element Boost***
凍結 : ***Freeze***	ダメージ反射 : ***Damage Reflect***	光属性威力↑ : ***Light Element Boost***
睡眠 : ***Sleep***	憤怒 : ***Rage***	闇属性威力↑ : ***Dark Element Boost***
	戦闘不能 : ***Incapacitate***	回復属性威力↑ : ***Recovery (Resta) Boost***

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Overview of Weapon Synthesis & Fusion:

Weapon Synthesis and Fusion is a new feature in *Infinity*, used as a means to increase the elemental attribute of any given weapon. Weapon Synthesis in *Phantasy Star Portable 2 Infinity* is greatly different than it was in *Phantasy Star Universe*. Rather than synthesizing weapons from materials, as was done in *Universe*, in *Infinity* you use weapons that you picked up from the battlefield. Rather than picking up redundant duplicates of the same weapon over and over, you may now take these weapons to the Weapons Shop, and if you have an item called a フュージョンコード ***Fusion Code*** you can fuse all of the weapons into one to increase their base elemental stats.

For example, let's say you pick up a ***Caduceus*** Rod with **28% Darkness** on it. And then you pick up even more of this rod with varying elemental elements with high and low percentages, you can use the original Caduceus as a "***Base Weapon***" and add the additional ones as "***Plus Weapons***". Then combine them all together. Doing so will increase the elemental percentage of the Weapon—which in this particular case happens to be a Caduceus with **Darkness** element on it.

The picture above illustrates this point, I'm about to fuse three additional ***Lightning Esparda*** swords (two of which are highlighted in purple) into one. The three swords will vanish and increase the element percentage of the original one above.

There are a few things to know however.

- Please ***DO NOT*** have the weapon you are trying to Synth currently equipped on your character. That's common sense.
- All **Plus Weapons** synthesized into the **Base Weapon** will disappear (obviously, because they're being added to the Base Weapon).
- Plus Weapons that are the **Same Attribute as the Base** and are **29% or Lower** will add **+2%** to the **Base Weapon.**
- Plus Weapons that are the **Same Attribute as the Base** and are **30% or Higher** will add **+3%** to the **Base Weapon.**
- Plus Weapons that are a **Different Attribute than the Base** will only add **+1%** regardless of value.
- **Neutral Element Weapons** will not work as either Base or Plus Weapons at all.
- Up to **10 Weapons** can be used as Plus Weapons. Use Fusion Codes sparingly. It's always best to fuse in bulk.
- No matter what, the Maximum Percentage an Element of any weapon can be fused to is **50%.**

So if I were to fuse my ***Caduceus***, it would have a maximum of **50% Darkness**, no matter what.

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❖ マイルームショップ : ***My Room Shop***	❖ エステサロン : ***Beauty Salon***
→ ルームグッズを買う : ***Buy Room Goods / Furniture***	→ エステルーム : ***Enter Beauty Salon***
→ リフォームチケット買う : ***Buy Room Reform Tickets***	☆ ***LIST OF CHARACTER CUSTOMIZATIONS AVAILABLE ON NEXT PAGE.***
→ PM デバイスを買う : ***Buy Partner Machine Devices***	→ 説明を見る : ***View the Explanation***
→ 売る : ***Sell***	→ カウンターを出る : ***Leave the Counter***
→ 説明を見る : ***View the Explanation***	
→ 共有倉庫 : ***Common Storage Box***	
⇒ 預ける : ***Deposit***	
⇒ 持ち出す : ***Withdraw***	
⇒ 買って倉庫預ける : ***Buy and Deposit into Storage Box***	
⇒ 倉庫から売る : ***Sell from your Storage Box***	
→ 店を出る : ***Leave the Store***	

The Beauty Salon:

- ❖ エステサロン : ***Beauty Salon***
  - → フェイスタイプを変更: ***Change Face Type***
  - → 目を変更: ***Change Eyes***
  - → まゆを変更: ***Change Eyebrows***
  - → まつげを変更: ***Change Eyelashes***
  - → 耳を変更: ***Change Ears***
  - → 髪型・アクセサリを変更: ***Change Hair & Accessories***
  - → 肌の色・体型を変更: ***Change Skin Color & Body Proportions***
  - → ブラストバッジを変更: ***Change Blast Badge (BEAST ONLY)***
  - → ボイスを変更: ***Change Voice***
  - → 戻る: ***Return***

❖ コスチュームショップ : ***Costume Shop*** → 服を買う : ***Buy Clothes*** ⇒ 男性用服 : ***Clothes for Males*** ⇒ 女性用服 : ***Clothes for Females*** → パーツを買う : ***Buy CAST Parts*** ⇒ 男性用パーツ : ***Parts for Males*** ⇒ 女性用パーツ : ***Parts for Females*** ☆ ***LIST OF ITEMS ARE LOCATED IN THE GLOSSARY AT SECTION 9, SEE TABLE OF CONTENTS.*** → 説明を見る : ***View the Explanation*** → 共有倉庫 : ***Common Storage Box*** ⇒ 預ける : ***Deposit*** ⇒ 持ち出す : ***Withdraw*** ⇒ 買って倉庫預ける : ***Buy and Deposit into Storage Box*** ⇒ 倉庫から売る : ***Sell from your Storage Box*** → 店を出る : ***Leave the Store***	❖ 祈祷師小夜ちゃん : ***Sayo the Mystic*** → 祈祷してもらう : ***Receive a Blessing*** ⇒ 100メセタ : ***100 Meseta*** ⇒ 1000メセタ : ***1,000 Meseta*** ⇒ 10000メセタ : ***10,000 Meseta*** ⇒ 100000メセタ : ***100,000 Meseta*** → 説明を見る : ***View the Explanation*** → 店を出る : ***Leave the Store*** ☆ ***LIST OF 5 DIFFERENT POSSIBLE BLESSINGS:*** 攻撃力／防御力／HP／レアドロップ率 ＋3～15% ***Attack / Defense / HP / Rare Item Drop Rate Boosted 3 ~ 15%*** 消費 PP ＋5～20% ***PP Consumption Rate Decreased 5 ~ 20%***

6. Network & Lobby Functions:

❖ ロビーカウンター : ***Lobby Counter***

→ パーティーリスト: ***List Parties***

→ パーティー作成: ***Create Party***

LEFT SIDE

⇒ パーティー名 : ***Party Name***

⇒ パスワード : ***Password***

⇒ コメント : ***Comment***

⇒ プレイミッション《フリー中心／エクストラ中心／チャレンジ中心／バトル中心／∞ミッション中心／その他》:
Play Mission *《 In Free Missions / In Extra Missions / In Challenge Missions / In Battle Mode / In Infinity Missions / Other Plans 》*

⇒ パーティーを作成する : ***Create Party***

⇒ 初期設定に戻す : ***Restore to Default Settings***

⇒ 戻る : ***Return***

→ パーティー検索: ***Search Parties***

⇒ パーティー設定検索 : ***Setup Party Search***

⇒ フレンド検索 : ***Friend Search***

⇒ パーティー名検索 : ***Search by Party Name***

⇒ 戻る : ***Return***

RIGHT SIDE

⇒ プレイスタイル《みんなで楽しく／効率重視》:
Play Style *<Have fun with Everyone / Focused on Efficiency>*

⇒ パートナーカード《所持制限なし／所持者のみ》:
Partner Cards *<Only those you have / Unrestricted>*

⇒ パーティー人数《1・2・3・4人》:
Number of Party Members *<1, 2, 3, or 4 People>*

⇒ 最小・最大募集レベル《1～200》:
Minimum・Maximum Level Seeking *<1~200>*

⇒ プレイエリア《すべてのエリア／クラッド6中心／パルム中心／ニューデイズ中心／モトゥブ中心》:
Play Area *<All Areas / On CLAD 6 / On Parum / On Neudaiz / On Moatoob>*

⇒ 最小・最大募集ランク《*Rookie・Ace・Elite・Hero・Master・God*》:
Minimum・Maximum Rank Seeking *<Rookie / Ace / Elite / Hero / Master / God>*

⇒ チャレンジ状況 I・II・III・IV《初心者OK》:
Challenge I / II / III / IV *<Beginners are OK>*

⇒ 最小・最大募集ランク《E・D・C・B・A・A＋・S・S＋・SS・SS＋・SSS》:
Minimum・Maximum Rank Seeking *<E / D / C / B / A / A+ / S / S+ / SS / SS+ / SSS>*

→ ロビーリスト: ***List Lobbies***

→ ロビー作成: ***Create Lobby***

⇒ ロビーカラー : ***Lobby Color*** *《RED, BLUE, YELLOW, GREEN, ORANGE, SKY, PURPLE, PINK, WHITE, BLACK》*

⇒ ロビーナンバー : ***Lobby Number*** *《 01 ~ 30 》*

⇒ ロビーを作成する : ***Create Lobby***

⇒ 戻る : ***Return***

→ ロビー検索: ***Search Lobbies***

⇒ フレンド検索 : ***Search for Friend***

⇒ ロビー名検索 : ***Search for Lobby Name***

⇒ 戻る : ***Return***

→ ユニバース選択: ***Select Universe (Server)***

→ オンラインショップ: ***Online Shop***

⇒ ***PS Store*** ***(Takes you to Japanese PSN)***

⇒ インポート : ***Import***

⇒ 戻る : ***Return***

→ 戻る: ***Return***

7. How to get Fullyen Curtz & Vasque's Partner Cards:

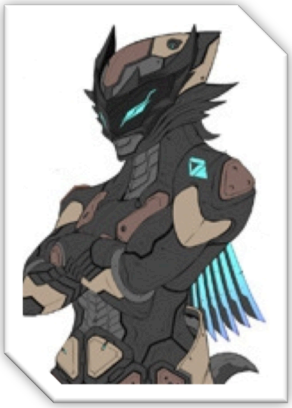
For the new recruits who've come aboard CLAD 6 in hopes to join up with *Little Wing*, both **Fullyen Curtz** [in the left of the photo] and **Vasque** [in the right of the photo] have taken it upon themselves to train the fresh initiates. In other words, they handle the **Tutorial** stages. Both of these men can be seen wandering about in the central lobby of CLAD 6 and players are free to converse with them at any time. The initial tutorial missions are accessed by speaking with Curtz in the lobby. It should be noted that **nearly all of the first set of missions take place entirely onboard CLAD 6**, whereas the **second set are accessed via the mission counter inside your MyShip**. Should you meet Curtz's expectations and complete all of his tutorial missions, in addition to minor bonuses, your ultimate reward will be receiving the partner cards of these two fine gentlemen.

To begin, speak with Curtz in the Lobby. Once you've met the parameters for each client order, you should receive a notification alert. After which, go speak with Curtz to clear the client order. Here is the **first set** of missions:

Client Order Name [Japanese]	***Client Order Name [Translation]***	***Completion Parameters***
武器の入手と装備(1)	***Get & Equip Weapon (1)***	Equip a specific weapon to your action palette. The weapon has to be ***Dagger*** [ダガー] exactly.
武器の入手と装備(2)	***Get & Equip Weapon (2)***	Equip a specific weapon to your action palette. The weapon has to be ***Machine Gun*** [マシンガン] exactly.
ハンターのライセンス	***Hunter's License***	Change your Job to Hunter. You must be on another job to accept this order first.
レンジャーのライセンス	***Ranger's License***	Change your Job to Ranger. You must be on another job to accept this order first.
フォースのライセンス	***Force's License***	Change your Job to Force. You must be on another job to accept this order first.
ブレイバーのライセンス	***Braver's (Vanguard) License***	Change your Job to Braver (Vanguard). You must be on another job to accept this order first.
タイプエクステンド・ナックル	***Type Extend: Knuckles***	Go to the Type Counter and Extend your Weapon Grade for Knuckles to **B**. Must be on the **Hunter** Job.
タイプエクステンド・ライフル	***Type Extend: Rifle***	Go to the Type Counter and Extend your Weapon Grade for Rifle to **B**. Must be on the **Ranger** Job.
タイプエクステンド・ロッド	***Type Extend: Rod***	Go to the Type Counter and Extend your Weapon Grade for Rod to **B**. Must be on the **Force** Job.

タイプエクステンド･クロー	***Type Extend: Claw***	Go to the Type Counter and Extend your Weapon Grade for Claw to **B**. Must be on the **Braver** (**Vanguard**) Job.
アビリティカスタマイズ	***Ability Customize***	Go to the Type Counter and set a specific ability to yourself. Must be the ***HP Boost*** [HPブースト] Ability.
チャット機能発言	***Speak using Chat***	Say something using the soft keyboard.
オートワード設定	***Autoword Setup***	You must set any text in the Autoword box marked ***When Mission is Clear*** [ミッションクリア時] then clear a mission so that the text pops up.
ビジフォン称号受取	***Receive a Visiphone Title***	Go to your MyRoom and get a specific title from the Visiphone and receive the item from doing so. The Title received is called ***First Step Towards Title Master*** [称号マスターへの第一歩]. If you want to complete this mission with other characters on your save file, simply place the armor you get from this title, **AMF Anti-SEED Weave** [AMF 対 SEED ライン] in your inventory and speak to Curtz.
祈祷効果	***Receive a Blessing***	Go to the style shop and receive a blessing from Sayo the Mystic.
キャラクターのパーティー加入	***Invite Character to Party***	Invite a character to your party.
トレーニングミッション	***Training Mission***	Go to the Mission Counter, select ***Training Mission*** [トレーニングミッション], and complete the 3rd mission entitled: ***"Attacks & Attributes"*** [攻撃と属性].

If you've reached this point, then from here on, you'll be doing the remainder of missions in the **second set** via the mission counter. Hopefully by this point you are already familiar with the basics of how the menus and features of CLAD 6 work—which was the entire point of the previous client orders you just went through.



These next missions involve you actually leaving the comfort and ease of the CLAD 6 lobby and into the training exercise field with **Vasque** who will give you a number of tasks to complete along the way. Regardless of what level you were before, for the duration of these missions, your character will be capped to Lv. 1 and you will have to rely on your skill to help save you through these missions. While there are only **six** missions total, they will test your adeptness at adventuring in the field and serve to teach you basic combat, movement, and equipment skills necessary for all *Little Wing* members. On the following page, there is a list of all six missions including what must be done to complete them.

Mission Name [Japanese & Translation]	***Completion Parameters***
1：回復 ***"Restoration"***	• **BLOCK 1:** At the beginning, you will be equipped with a basic weapon set [Saber & Shield]. Speak with Vasque and jump in the Teleporter. • **BLOCK 2:** Start up the mission from the console. Bust open the boxes and take the contents. Equip the *mates* to your items palette and move on. Check the console to open the door. Run through the room filled with poisonous miasma and cure yourself with the mates wherever necessary, then go into the next room and flip the switch. This will remove both the miasma from the previous room and bring down the fence, allowing you to go in the room on the other side of the fence. Activate the console and prepare to run the gauntlet of poisonous miasma, activating switches and healing your injuries along the way. Talk to Vasque at the end to clear the mission.
2：射撃とサーチ ***"Marksmanship & Search"***	• **BLOCK 1:** At the beginning, you will be equipped with a Saber & Gun. Talk to Vasque and jump in the teleporter. • **BLOCK 2:** Activate the Console to open the door. Use the ***SEARCH*** feature [**L-Trigger + Left D-Pad**] to locate the weakpoint of the debris. After doing so, attack the debris to destroy it and move on. Beware of traps in the room, identify them with ***SEARCH*** and shoot them with your Gun [**R-Trigger + Square** or **Square from 1st Person Perspective**], clear the debris and get the key to open the door and advance to the next room. The hallway ahead is loaded with traps; be sure to clear them. Clear out the debris and activate the console to remove the fence and advance to the next area. • **BLOCK 3:** Activate the console, turn left at the fork in the road and hit the floor switch to open the door to go inside. In the next room, step on the floor switch then go to **1st Person** view and shoot the two switches on the wall then head into the room that just opened up and check the console. You will receive a Photon Arts Disk: ***Long Range Shot*** [ロングレンジショット]. Select it with **Circle** to learn it from your inventory, then go to your **Handgun** and select it with **Circle** then ***Link Photon Arts*** [フォトンアーツをリンク] to attach It to your handgun. Now, go into **1st Person** and shoot the Evil Shark from a distance to bring down the gate. Head into the teleporter, activate the console and move into the next room to shoot another 4 Evil Sharks from a distance. This time, use **Triangle** to charge your shot and do more damage. Talk to Vasque at the end to finish.
3：攻撃と属性 ***"Attacks & Attributes"***	***This is the Mission that Curtz requires you to do as part of his final client order.*** • **BLOCK 1:** At the beginning, talk to Vasque and head into the teleporter. • **BLOCK 2:** Activate the console and head on in through the door. You will soon receive a rifle with **30% Fire** element imbued upon it. Equip it from your inventory to your attack palette. Fight and defeat the Evil Shark in the next room and activate the console at the end of the room, at which point you will receive the Saber Photon Arts Disc ***Infinite Storm*** [インフィニットストーム]. Learn the skill and link it to your saber. Advance to the next room where you'll have to fight off 3 Evil Sharks. Once you've done that, activate the console at the end and advance to the next area. • **BLOCK 3:** Activate the console and you will then gain another Saber, this time with **30% Ice** element on it. Add it to your attack palette and don't forget to link the Photon Art to

	it. You will then fight off two Pal Sharks with Fire element on them, so switch to your Ice Saber and defeat them. Hop into the teleporter and you must now fight off two Boomas with Ice Element. So switch back to your Fire saber and defeat them, then jump in the next teleporter. Now you must fight 1 Ice Element Booma, and 1 Fire Element Pal Shark with the strategy you previously used. Activate the console at the end of the hall and advance forward. • **BLOCK 4:** Activate the console at the end of this hallway. Doing so will give you a **Wand** and the TECHNIC PA Disk, ***Resta*** [レスタ]. Equip the Wand and learn and link Resta to it then go ahead. Another poisonous miasma-filled room which you must keep yourself healed [preferably with Resta] and reach the console at the end. Activating it will open the door and give you another TECHNIC PA Disc, ***Digga*** [ディーガ]. There are 2 Evil Sharks with Electricity Element which can be easily defeated with Digga [since it's strong against electricity]. After defeating them, Vasque will be waiting for you to wrap up this mission. Be sure to talk to Curtz afterwards for a special treat. **Notable Reward:** ***Curtz will reward you with his Partner Card after this mission. Afterwards, he will no longer appear in the CLAD 6 Lobby.***
4：防具とガード ***"Armor & Guarding"***	• **BLOCK 1:** At the beginning, talk to Vasque and head into the teleporter. • **BLOCK 2:** Activate the console and proceed into the next teleporter. You will be locked inside a pen with an Evil Shark with nothing but a shield to defend you and no weapon. This exercise is to make sure you understand the concept of **Just / Exact Guarding**. Right at the moment of impact, you must hit **Block** [**R-Trigger**] to negate damage and reflect it back at the enemy. You must defeat the Evil Shark in this manner by damaging it through Just / Exact Guarding only. After your victory, activate the console and proceed. • **BLOCK 3:** In this area, check the console and you will be given a **Har-senba** [ハルセンバ]. Equip it immediately, then use the guarding technique you learned earlier to stave off the next Evil Shark. Check the next console to get the Armor Module **Confuse Resist** [コンフューズレジスト], and then link it to your armor and move on. Be sure to watch out for the Confuse Traps in the room. Jump into the teleporter in the black smoke to find yourself in a hallway with more traps and two Evil Sharks awaiting you. Use the same technique learned earlier to defeat them. Flip the switch at the end to find Vasque waiting for you, upon which point you will clear this mission.
5：ブラストと回避 ***"Blast [Guage] & Evasion"***	• **BLOCK 1:** At the beginning, talk to Vasque and head into the teleporter. • **BLOCK 2:** Activate the console and proceed. You will see a yellow Blast Panel on the floor. Step on it to immediately fill your blast guage. Use your **Mirage Blast / SUV / Nanoblast / Infinity Blast** by pressing **Square + Triangle** and feel free to attack the 4 Boomas in the room. They won't move. They're basically like sandbags for you to beat up and train yourself on. When you're ready, head to the back of the room, flip the switch and move on. • **BLOCK 3:** Activate the console, and this time you must **Dodge Roll** [**Analog Stick in any Direction + Circle**] over the lasers on the floor to activate the console at the end of the hall. Jump in the teleporter and you will be in a room with 3 lasers on the floor. There will be two waves of 4 Boomas each for you to fight and defeat. There will also be a yellow blast panel on the floor to aid you. After all are defeated, a door will unlock with

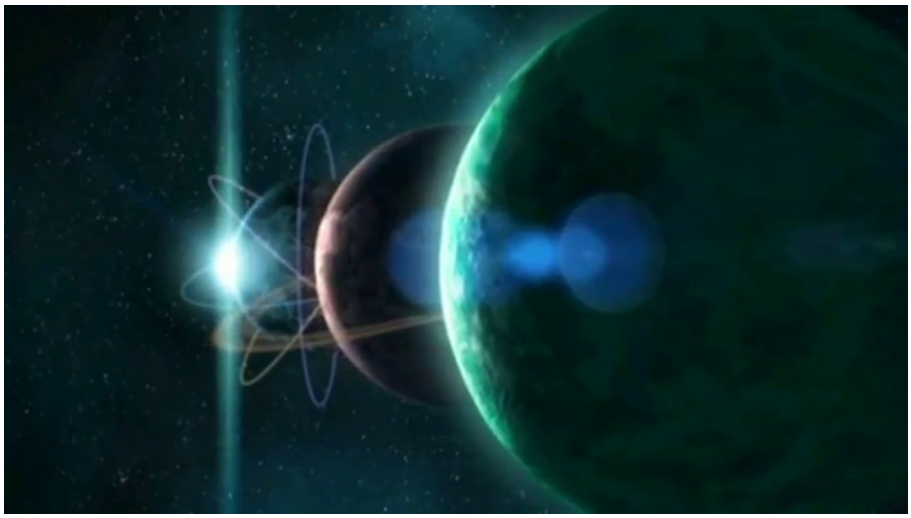
	Vasque waiting for you on the other side for you to wrap this mission up and move on to the final test.
バスクからの最後試験 ***"Final Test from Vasque"***	• **BLOCK 1:** At the beginning, talk to Vasque and then proceed to get started. Right off the bat, you'll notice that you're back to having just a shield again. You'll quickly be confronted with two Pal Sharks in which you must use the Just / Exact Guard technique to defeat them. Activate the console at the end of the room and you'll get a **Saber** and a **Hard Weave** [ハルドライン] with 30% Fire. Be sure to equip both immediately and break the boxes to get the items inside, and then move on. In the following room, you'll notice immediately that it's filled with poisonous miasma! Quickly run to the north side of the room and use the **Search** function to locate the **weakpoint of the debris**. Destroy the debris and press the switch on the other side to lift the miasma and reveal the key. Get the key and proceed through the locked fence on the southwest side of the room. Within the boxes in the hall leading to the next room, one of them will contain a **Confuse Resist** [コンフューズレジスト] module unit. Pick it up and attach it to your armor, then proceed into the next room. The hallway to the north is completely laden with traps and black smoke, but the next area is on the other side. • **BLOCK 2:** Be sure to check the console before moving on. You'll get the **Infinite Storm** [インフィニットストーム] PA Disk, a **Har-senba** [ハルセンバ] with 30% Ice, and a **Handgun** [ハンドガン] with 30% Fire. Equip both and press on. Defeat the Booma in the hallway and shoot the two switches on the wall to unlock the door to advance. Break the box in the next room to get a **Long Range Shot** [ロングレンジショット] PA Disk. Use it and link it to your handgun. Shoot the two rotating switches on the back wall until they're in a correct position where they both light up green. Doing so will deactivate the fence and allow you to advance by using the teleporter. But be wary of the two Boomas that appear as you're shooting the switches. Once you teleport, head up the stairs to either the left or the right side and break open the two boxes to get a **Wand** [ウォンド] and the **Barta** [バータ] TECHNIC PA Disk. Equip both and prepare to fight the two Pal Sharks as you make your way down the stairs. Defeat them and the teleporter will open for you to advance. You will be in a big room facing off with 3 Boomas simultaneously. **Vasque will join your party** and help you fight them off. Defeat all the Boomas, and then 3 Pal Sharks will appear for you to fight. Finally, 2 Boomas and 2 Pal Sharks will appear for you to fight. Defeating them will end your training exercise with Vasque giving you some words of congratulation, along with a personal reward… **Notable Reward:** ***Vasque will reward you with his Partner Card after this mission.***

Upon completing both sets of missions, you should now have Curtz and Vasque's partner cards to add to your collection. Congratulations!

8. Story Mode Walkthrough

Prologue:

PHANTASY STAR PORTABLE 2 INFINITY : EPISODE 2



This is the tale of an extraordinarily far-off place…
…about a Mother Sun and her three planets, known as the Gurhal Solar System.
Along with the Humans who live there, and those who were born from them; The CASTs, the Newmans, and the Beasts.

In spite of Kumhan—the King of the Ancients—being the cause of the Subspace Incident,
and subsequently bringing about a great crisis,

This crisis—with the hope of Gurhal's people, and moreso, with the strength of those who rose to fight—was ultimately averted.

However… there were a number of genetic mutations that had begun to increase among the masses,
and suddenly as a result, these mutations would see the rise of a new variant race:

The Dumans

Furthermore, while all of Gurhal was still thrown into chaos over the mutating life forms,
In the midst of it all, there was one girl who was journeying alone,
and within her heart lay a certain task she had set out to perform…

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

<**As you enter, a bright white light fills the entire room of a large G.R.M. technological facility. Standing at your side while completely awestruck, Emilia cannot help but marvel at her surroundings.>

Emilia: Whoa-hoh! Even if I look right or left, all I see is the latest advancements in technology! I mean, it's G.R.M. Corp. after all! So cool! I'm sure they wouldn't mind if we swiped something tiny from here like this, huh?

What? Why do you look so worried? I'm just kidding, jeez! It's a JOKE! … Well, really, calling the both of us to a big facility like this is fine and all, but… what is it we're supposed to do here?

<Suddenly, the door opens, and a young man with white hair and pale skin walks in. Having overheard Emilia, he responds:>

???: Well, I would be more than happy to explain. I've been waiting for you two.

Emilia: …and, you are?

Hyuga: How inconsiderate. Please forgive me. I'm Hyuga Ryght. I'll be your tourguide of this facility.

Emilia: …Hmm? Huh? I believe I've seen you before. Weren't you at the Technology Conference from earlier?

Hyuga: Haha… Well, enough about me. Rather, I the fact that we're meeting now. Instead, shouldn't I give thanks to the Holy Light for this chance to meet you? The very savior of Gurhal has graced me with her own presence! …No, it's more than that! It's a gorgeous young lady like you… Oh, Holy Light! … You must've answered my sinful request.

Emilia: <<*Blushing*>> Um… Uh… Hehe! Well, aside from my partner here, I wouldn't go as far as to call myself a "Hero", per se.

Hyuga: And so modest, too! Not even so much as a trace of arrogance about her. How splendid indeed! Why, if there's some time after all this this is over, I would be most delighted if I could take you out for a lovely evening and get to know you a little bit…

Emilia: …Ah!! …*ANYWAY!* The contents of the request said that we're supposed to investigate a certain "Something", I think?

Hyuga: Ah, that's right. Pardon me; it's been quite some time since I've felt excitement like this and I got a bit carried away. Right this way, please.

<Hyuga then leads both Emilia and yourself into the next room.>

Hyuga: The thing I want you to take a look at for me is right here. This was found on site in G.R.M. Corp's property the other day.

<A deep black colored gemstone floats in front your eyes. It emits a rather eerie, glowing aura.>

Hyuga: At first glance, it just seems to be an ordinary "Black Gemstone", doesn't it?

Emilia: If you came to that conclusion after a thorough investigation, then it's not just an ordinary "Stone", is it? You don't know anything else about this?

Hyuga: No, that's all we know for now. Hence, why I called you two down here, Emilia; the top people who're the head authorities on the Subspace Theory.

Emilia: …What about the people who were involved with Subspace?

Hyuga: Even they don't know, and perhaps they're telling the truth in regards as to where this thing came from, or what it's capable of doing. Nobody knows. We're all still in the dark.

Emilia: Hmm, so they don't know its origin; its purpose; or the results of its analysis either. They just plain don't know.

Hyuga: That's correct. Recently there have been situations just like that. It's the same way with the SEED, with Subspace, and moreover, the situation with the Dumans. Nobody has so much as even a hint of what's going on.

Emilia: …Dumans? Speaking of which, Shizuru's sparked up an investigation and has been flying around here and there to try and gather some information, but… what if—and I only heard this in passing—that this whole thing is like a disease? Saying that even if you become a Duman, there's no harm done?

Hyuga: That's right… Because it's only genetic alteration, there's no threat of becoming physically disabled.

Emilia: …Huh? Are you also one of them…?

Hyuga: Yep. You didn't notice? That's really the only extent of the differences in becoming a Duman. But if you weren't aware of that fact, you would find it to be disturbing. And recently, it's because of *that* fact that ladies who're willing to go out and have a cup of tea with me have become increasingly few and far between, much to my dismay. It's quite difficult. What do you think, Emilia, my dear?

Emilia: …Um… Right.

Hyuga: …Oh, so cold-hearted!

Emilia: Where I was raised, people just talked like that all the time. That's just the kind of place I come from.

Hyuga: I see, that explains the harsh response. But, if a lady comes off strong like that, then wooing her would be more challenging.

Emilia: …Ah, right, right. Well then, we should check out what's after this door up ahead, yes?

The trio then walks ahead through the following door, where they happen upon a bizarre sight. A young, pale-skinned girl with long, black hair places her hand towards the black gemstone.

Emilia: …Huh? Someone's here…?

Hyuga: …You there, what do you think you're doing with that stone?

???: ……

The girl ignores Hyuga, and in a flash of light, the stone vanishes.

Emilia: The stone disappeared?!

???: …This makes 104…

Hyuga: Hold it right there! This is a G.R.M. Corp. research facility. You might be an exceptionally beautiful young lady, but even so, illegally trespassing is strictly prohibited. Can you tell me the reason why you're here? …And, what is it that you did just now?

???: I refuse.

Hyuga: Ooh… I just *love* a strong-willed woman. But even so, circumstances are circumstances. So, with much regret, it looks like I'm going to have to physically force an answer out of you.

Emilia: Wa, wait!!

Hyuga: Please stay back, you two. I know looks can be deceiving, but I'm pretty confident in my swordplay.

CINEMATIC: *< A duel between Hyuga and the mysterious black-haired swordswoman. >*

Hyuga: Are you ready?

???: Why do you want to do this?

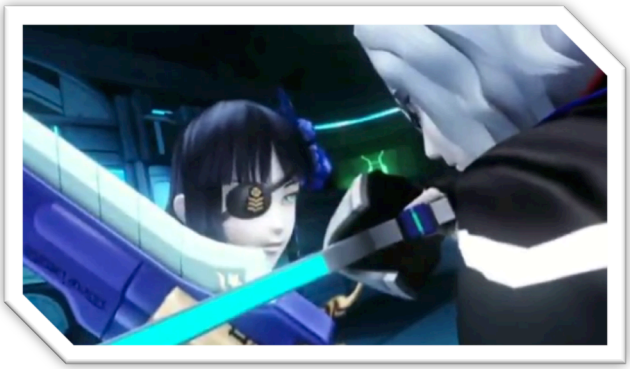
Hyuga: What a dumb question. *En garde*!

???: *(Heh, he's good, isn't he?)*

???: There's no other way. I'm using it!

Hyuga: Ugh… Wha… What is this?!

???: Here I go!!



Hyuga: … ugh!

Emilia: Hyuga, are you alright?! What was *THAT* just now? Those sudden movements… Is *THAT* the power of a Duman?

Hyuga: *That* Duman's power is something different. I don't know anything about *that* kind of power.

⇨ 手加減するなよ、ヒューガ : Don't hold back, Hyuga.
彼女が本気を出してきたんだ : She was really serious.

Hyuga: I'd like to say the same, but it really does seem that she was hiding her power.

???: …I won't go easy on you anymore. Don't get in my way!

Hyuga: I think that if we position ourselves to catch her off-guard, this should be easier. Pardon me for asking, but would you two please lend me your strength?

???: <***Whispering, seemingly to herself***> …Hey, should we retreat without showing all of our power, or what?

???: *(Well now, Nagisa's the one saying that stuff. That was more of a taunt as opposed to making a threat. So, you really can't hold back now, can you?)*

???: If I remember correctly, *YOU* were the one who told me to say that.

???: *(Well then, I don't know what to tell ya. Since this is turning out to be more trouble than it's worth, I think that It'd be for the best if we get outta here already.)*

???: …Got it.

Hyuga: We can't let you just get away so easily! You two, please lend me a hand!

PLAYER EVENT: *Emilia, Hyuga, & PLAYER battle Vs. the Black-Haired Swordswoman.*

???: Let's go! It's not over yet!

???: *(Alright, alright. I know you're all caught up in the moment, but our time's up, Nagisa.)*

Emilia: Wha?! Who the heck was that?! Those weird movements… It can't be—Kumhan?!

???: *(Hmm? Wha…? Did that girl say "Kumhan" just now? How does she know that name?)*

Emilia: …Eh? Who's there? Whose voice is that?

⇨ こっちにも聞こえた : I heard it too. 空耳 : Must've misheard her.

Emilia: That's right, huh? You heard it! It's either Kumhan or somebody else! It was a man's voice!

???: …You can hear Wynarl's voice…?

Emilia: "Wynarl"?

???: *(Oh! Nagisa, look over there! We can get outta here!)*

???: Got it.

<The mysterious girl with black hair escapes when everyone else's guard is down.>

Emilia: Hey! Wait a second! Don't just up and run away!!

Hyuga: …They got away, huh? Unbelievable, even with *THREE* people we weren't able to match her power…

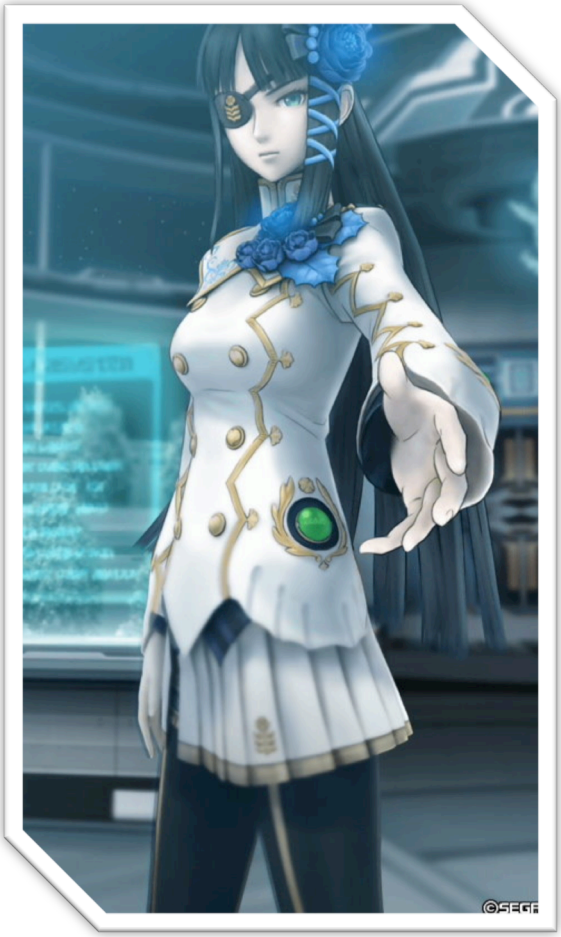
Emilia: Hey… **<PLAYER>**. Do you think that maybe she's…

⇨ 旧文明人と共生している : She's hosting an Ancient. 二重人格者だ : She's got a split-personality disorder.

Emilia: It's hard to believe, but there's no other explanation, since both just you and I heard that voice…

Hyuga: Well, since the object we were researching has vanished, I can't get the research results. No, rather, "it was stolen" is what I should say. Please accept my humblest apologies for making you come out all this way.

Emilia: "It was stolen"…? I get the feeling that something really bad's going to happen. Let's go back home and try consulting with my uncle about all of this.



<And with that, both you and Emilia return to CLAD 6 to talk to Crouch (Kraz) about all of this in the Little Wing Office…>

Emilia: Uncle! I wanna talk with you a little bit about something, and…

Crouch: Oh, the two of you are back. What perfect timing.

Emilia: Huh? "Perfect timing"…?

Chelsea: You two have been nominated for your next assignment! Your client is right over there!

Emilia: "Client"…?

<Emilia turns around, and is extremely startled to find that the young lady she had just fought is the latest customer at Little Wing. The young lady then extends her hand as an expression of good will, as if to entreat both Emilia and yourself.>

Emilia: Ah… AAAAAHH!!!!

Crouch: What are you yappin' on about this time, Emilia? It's the same thing with you every time. We're in front of a client, so try shuttin' your trap for once.

Emilia: You… Why… WHY ARE ***YOU*** HERE?!

???: …**<PLAYER>**, and Emilia Percival… I've been waiting for you both.

1st Universe

悪夢を狩る剣士

"The Nightmare-Hunting Swordswoman"
[A girl and her nightmare]

<In the MyRoom shared by both you and Emilia, Emilia rushes both you and the mysterious girl inside the room for privacy's sake. She is then taken aback as she tries to make sense of the entire situation in front of her—including why the girl she had just fought against is now a new client, standing in her room, who apparently wants to confide a secret to her in the privacy of the MyRoom.>

Emilia: No one can just waltz on in here. So, I'm going to ask you straight out… Just what is it you're trying to do?

???: I don't want you to get overexcited. Something keeps repeatedly attacking me.

Emilia: Wha… What? If you don't speak up, then **<PLAYER>** over there will be more than happy to give you some motivation!

???: If memory serves me correctly, I thought I went over this five times already because you weren't paying attention?

Emilia: You only explained it THREE times!

???: Why do you want me to go over it again? If I explain again, *THEN* will you understand?

Emilia: No! I don't trust you!

???: This is really difficult… Won't ***YOU*** tell her for me? I really don't want to argue.

⇨ エミリア、落ち着いて : Emilia, calm down.
そう言って、後ろから斬りかかるつもりか。: Like she said, are you planning on backstabbing us?

Emilia: Ugh… But, since she was using that terrible power, I'd thought that she was allies with Kumhan or something…

???: *(The joke's gone too far now, young lady. Even if you're wrong, I don't want ya to lump me together with "him." Despite that I don't like it; I do indeed understand why you'd say that. After all, Kumhan did show up half a year ago.)*

???: Wynarl… That's enough over-analyzing. Hurry up and come on out.

???: *(Ok, Ok.)*

<From the young Duman girl's thin bodily frame emerges the phantasmal image of a tall, scarcely-clad male Ancient with an equally tall hairstyle. He winks at both you and Emilia while playfully draping his long sleeves over the young girl's head.>

Wynarl: Alright, is this better? Nice to meet'cha, young lady. The name's Wynarl, pleasure to make your acquaintance. Well, as you can see, I'm an Ancient. By the way, Nagisa, did ya properly introduce yourself?

???: No. I have not.

Wynarl: For the sake of relieving tension, you didn't make peace? That won't do! If you don't introduce yourself properly, how're other people gonna let their guard down and feel at ease around ya?

Nagisa: Is that so? In that case, allow me to introduce myself again. My name is Nagisa; pleasure to make your acquaintance.

Emilia: ……. ***<Eyes wide open and mouth agape>***

Nagisa: …Hey, Wynarl. The two of them are utterly speechless! Did I say something bad? Did you lie to me again?

Wynarl: What? Well, I don't have anything to lie about, and it doesn't sound like there's a problem, I think… *HEEEY!* Young lady! What's the matter?

Emilia: Pe…

Wynarl: "Pe"?

<Emilia, overcome with sheer terror at the sight of a half-naked man in her room, lets out a frantic cry.>

Emilia: *THERE'S A PERVERT IN MY ROOM!!*

Wynarl: BAH! Wa-wait a second, young lady! Why is *THAT* the first thing that comes out of your mouth?!

Emilia: W, wh-wh, why is there so much of his body exposed?! Stop!! Don't come any closer!!

Wynarl: Nonononononono! This is an Ancient's **FORMAL** attire! Formal, I said! Formal! The Ancient *YOU* were hosting wore this kind of clothing too, right?!

Emilia: Uh… Well, in truth, Mika wore some pretty risqué clothing too… But *NE-VER-THE-LESS*, don't come any closer, I said!

Wynarl: Ugh, this is a big old mess. This is the first time that someone's hated me after talking with them for a bit.

Nagisa: It's your own fault.

Wynarl: *YOU* were the one brandishing your weapons all over the place, and saying that you didn't want to talk. … Oh, and that's an interesting name to hear, by the way. You guys had ties with Mika, huh? I mean, you can see *me* after all.

Emilia: Eh? You know Mika, Mr. Pervert?

Wynarl: …Call me Wynarl, ok? But yeah, I know Mika quite well. In fact, maybe I know more 'bout her than you guys do. It's 'cause we were always doing research together. … But, may I ask something? What happened half a year ago?

<An expression of sadness then washes over Emilia's face.>

Wynarl: Why isn't Mika here with us now…?

Emilia: … Alright.

<Emilia then lays bare all of the details in the events that took place over half a year ago; up to Kumhan & Mika's demise>

Wynarl: …I see; the plan to resurrect the Ancients? I always thought that plan was as stupid as ever. Thanks, Emilia. I got the basic gist of it now.

Nagisa: I was unaware that something like that had happened.

Emilia: You "were unaware"…? All of Gurhal was in complete chaos, and you mean to tell me you hadn't noticed?

Nagisa: …We had a different goal we're trying to achieve on our own.

Wynarl: Precisely. Let me explain what we were doing. …To be quite blunt, we were on the move, trying to put a stop to the source of Dumans.

> ⇨ 原因を知っているのか？ : Do you know the cause?
> 本当にそれが目的なのか？ : That's *REALLY* your goal…?

Wynarl: The main cause is something we'll know soon enough. Your guys' situation is a little bit difficult to actually sit down and ponder over. Moreover, it's because it seems like you're going about your investigation the wrong way.

Emilia: The method of investigation? The way you guys approach it is different?

Wynarl: That's right, by thinking about the crisis that you had just gone through [Kumhan/Subspace incident], you guys thought to investigate the events surrounding the subspace incident first, right? By the time you reached *that* point, you were already wrong. Because it's completely unrelated, you see. Subspace isn't what you should be investigating. The source is in the SEED, young lady. It'd be better if you tried looking at it from my point of view. You should trust us, because you know I'm not lying to ya.

Emilia: Is it possible that… you guys are the masterminds?

Wynarl: Ha, I guess it can't be helped that you'd suspect we're behind it.

Nagisa: When it comes to this… Myself, Wynarl, and anybody in Gurhal can be considered the victim here. I know it's not much, but I stake my very life on that.

Emilia: … Hmm. But still… Do you have anything else you're keeping from me?

Nagisa: No. That's everything. There are not many things we can talk about and hide in this place.

Emilia: …Ah… Ri…right.

Wynarl: …Well, do whatever ya like.

Emilia: When you talk so openly and honestly like that, it discredits anything I hear to the contrary of what you said… Hey, **<PLAYER>** … I'm gonna go get in touch with Shizuru and try to get some evidence. Please take care of these people for me, alright?

<Emilia then exits the MyRoom so she can get in contact with Shizuru.>

Wynarl: Ah—Wait!! I'm not done explaining yet!! … Gah… I'm too late. That young lady didn't take care of us at all. What ever it is about that girl's conversation that we're waiting on, I hope it doesn't take too long…

Nagisa: … **<PLAYER>**. Wynarl and I have a small request to ask of you, if you don't mind. Would you be kind enough to act as a bodyguard for us?

> ⇨ 人選の理由を尋ねる : *Ask why she chose you.*
> 護衛の必要を尋ねる : *Ask why she needs a Bodyguard.*

Nagisa: I didn't choose anyone else other than you, because I felt that chosing you was the best choice. If you weren't able to sense Wynarl's very presence, then you would have a hard time believing everything we say and do. Once, while we were senselessly attacking you, I thought it would be selfish to request a bodyguard to look out for my sake. So, if I didn't know how to go about asking for a bodyguard, I should've thought about my own well-being. When I do things like behave suspiciously, and act as if I'm going to hurt you guys... When that happens, I want you to kill me. That's the reason why I came here; to prepare for that.

Wynarl: I don't object to Nagisa's resolution. In fact, I'd like you to believe it's really that serious. If you can act as a bodyguard for us along the way, I will explain everything that I possibly can to you, until there's nothing left to say. So having said that… I'm counting on you, too.

<Wynarl then leaves.>

Nagisa: From here, we're going to be heading to a remote area of Neudaiz. Perhaps, If you're… willing to be my bodyguard… I'll be waiting for you to come…

<Nagisa then departs for Neudaiz, leaving you by yourself in your MyRoom to resume the adventure.>

From this point, you gain control of your character. Before accepting ***STORY MISSION Chapter 1, Act 1***, there are **5** characters to speak with on CLAD 6 for the purpose of developing the story. **Chelsea, Crouch (Kraz), Ursula, Vasque, & Kunoh**:

Chelsea: Ohh **<PLAYER>**!! Such e*xcellente* timing!! Today is, how you say, *très magnifique!* Let us have the toast together!

> ⇨ うれしそうだね : You're certainly happy, aren't you?
> 何があったの？ : What happened?

Chelsea: Finally, my dream has become the reality! From the Little Wing reception desk, in the Resort Section where I keep doing my part time job, something else has opened up at last! Finally, my shop can open! Because my mother, who cares for me, along with myself, can work together, my excitement cannot stop! ...Even though, I still have not chosen the interior design. It will be a little while longer before I can make the grand opening *début*. However... I'm having the fun times just looking at the catalogue! When the store opens, certainly, **<PLAYER>** will come to have the fun with me, yes? Then I can service you!

Chelsea: Monsieur Boss, Monsieur Boss! What is this claim slip??
Crouch: I just had to get a little bit of an advance 'cause I didn't have any cash on me. The problem was it was deducted from my salary, wasn't it?
Chelsea: *Oui*, because it says there is a problem in accounting!
Crouch: Ah, yeah yeah yeah. I'll listen to ya whine 'n moan when I get back, 'cause I'm goin' out right now. I'm countin' on you to handle it, ok?

<Crouch walks off...>

Chelsea: Ah! You forgot to tell me where you are going...! *Mon dieu*... It is so untidy here!
Ursula: Crouch's started being messy again, hasn't he? Getting mad at this sort of thing is unusual, isn't it?
Chelsea: Ever since Monsieur Boss adopted Emilia, I've had to be much more stict around the office!
Ursula: What kind of thing did Crouch buy with the expenses?

<Ursula flips through pages of accounting records.>

Ursula: … I see. It's already that time. Chelsea, I'm willing to let Crouch's behavior slide for today.
Chelsea: That is fine, but… what do you mean?
Ursula: …Well, today is the anniversary of the death of his other family. The thing he bought was flowers to offer to their grave. Typically, this has always been a rough period of time for him, as you can easily understand. If he could've protected them, things would be different.
Chelsea: Hmm… I do not remember specific times where the boss has had it tough. You have been watching him closely, I see.
Ursula: Ev… Even if I didn't notice anything like that in particular, anybody would've noticed that difference! …Anyway, Chelsea, start making arrangements for free invitations, alright?
Chelsea: *Oui, oui, Madame!* I will work hard!

<Ursula appears distracted while engrossed in a conversation with another party.>

Ursula: … So, since everything about the budget for the special repairs is being worked out over on this end, I've told you time and time again that I don't need a "Special Finance Account". Can you do everything to help us out over here? ... Absolutely nothing? Then talking with you is just a waste of time. Since everything's on the details of my short-term financial statement, I don't need to sit here talking to you!

<Ursula hangs up the Visiphone. She then turns and notices you.>

Ursula: … Ah, **<PLAYER>**. I apologize. You saw me a little bit stressed out, didn't you? I was coressponding with the head office of *SKYCLAD* just now. Or more like they were giving me a hard time. Well, let me say sorry anyway. After the Subspace Incident, even if I do something minor, we don't really see eye to eye on things, and that makes it a real hassle to get things done.

<Crouch then walks up.>

Crouch: Hey, hey! You sighing again? If you're doin' all this borning stuff, shouldn't you just stop an' take a break?
Ursula: That's easy for you to say. What would Little Wing do if I resigned?
Crouch: It'll manage somehow. Because people like me and **<PLAYER>** are here. And what about the people you trained up? Even if you're not here to protect it, it still has the strength to manage somehow. I mean, it survived all the way through the subspace incident, y'know.
Ursula: ……
Crouch: Ya always try too hard to make it out to be some kind of one-woman show. Remember what you said about resting on the job too! … Ah, that's right. Well then, even if there was no work to do, and even if it's only

you, I'd go find something to do.

<Crouch walks off, leaving Ursula with a bewildered expression upon her face.>

Ursula: …Hm? Wait, Crouch! What did you say just now? Wait!

<Ursula then walks after Crouch.>

Vasque: From the Subspace Incident that happened half a year ago, the problem of Dumans being created one after the other is happening more and more frequently and is becoming an increasing problem. However, to go as far as to say that the source of the Dumans has spawned an entirely new racial group in its own right is no mere exaggeration. Similar to the invasion from Subspace, the feeling is different. Dumans in general, according to the government, have been officially recognized as a new race, but that doesn't necessarily mean that the rest of Gurhal's inhabitants agree on the matter. The war that took place for 500 years was triggered by a racial dispute. Learning from that experience, everyone will probably have to excercise great caution and handle this situation with the utmost care. The suffering of the people who have become Dumans and cannot do anything about it, coupled with the harsh apathy of the people who surround them... it's difficult to comprehend. I certainly hope nothing happens. Pardon me. I was just stirring up feelings of unrest. However, I'm not terribly concerned about it. After the Subspace Incident, all of Gurhal has become more united than ever. I do not forsee anything like the 500 year war occuring for a second time. Moreover, here's something else to consider. We are witnessing firsthand the birth of a brand new race. Is not that alone something that we should take pride? That is to say, having the opportunity to watch history in the making?

Kunoh: Oh, it's you **<PLAYER>**. A little while ago, Emilia ran off, heading somewhere but… you weren't with her? I see… She's going to the research facility by herself? I think that Emilia becoming more and more independent is a good thing. But, since the Subspace Incident was resolved, Emilia has become significantly more active. No, that's not the right expression I should use. I would rather say that she's looking for some kind of goal. Hehe, I'm just remembering how good it felt to be lazy. ...However, it's a woman thing. She'll probably be stuck in a bad mindset. Since she's being more independent now, she's going to need your support. In other words, your strength is going to be needed again. So don't make any sad and lonely faces, ok? ... You're not making that kind of face? Haha... I see. My misunderstanding. A misunderstanding I'll try not to make again.

At this point, proceed to the Mission Counter inside your *MyShip* and accept the first Story Mission. The Dialogue Choices that will lead to the true ending are highlighted with a Red Arrow pointing to the proper choice.

STORY MODE: CHAPTER 1, ACT 1 ➔

Nagisa: …! …**<PLAYER>**! You came through for me…?

> ⇨ 放ってはおけない : I can't leave you alone.
> まだ信用したわけじゃない : I still don't believe you.

Nagisa: …Thank you. Because I'm a slow speaker, there are times where I don't know what to say. …But I thank you.
Wynarl: …Well then, shall we continue on? You know what to do, Nagisa?
Nagisa: Yes, there's no mistaking that it's nearby. My senses… are reacting. In any case, it should become clearer if we try to keep going.

IN-GAME DIALOGUE:
Nagisa: There are strange minerals in the ground here, and it's dampening my ability to sense the target. Forgive me for asking, but would you mind destroying those strange minerals while we're on our way to our destination?

<<CUTSCENE: After eliminating the first 7 targets>>

Nagisa: There's another strange mineral up ahead... Looks like we've been separated! …I'll defeat the enemies over here!

CHAPTER 1, ACT 1 - MISSION PARAMETERS:

In order to advance through this mission, there are strange minerals that are sticking out of the ground. While advancing through the mission, and fighting off enemies all the while, you must eradicate as many of these strange materials as possible. In some instances, you must have to use the ***FIRST-PERSON CAMERA*** to identify hidden mineral sources. They will either be in places that are exposed out in the open without having to use the search goggles… or in contrast, they will be at the base of trees or in tall grass. Search every nook and cranny to find them all. To gain an **S-Rank Grade**, you must **eliminate all mineral sources**. There are **9** in **the first area, 5** in **the second area**, and the remaining **6** in **the third area**. This would make a total of **20** that you must destroy. The first area is fairly straightforward. Just find all **9** and use the goggles where necessary. However, the second area involves you playing a rendition of the game **Hot / Cold** with Nagisa. To locate the next **5** minerals, you must use the **special chat shortcut** specifically designed for this mission with the **SELECT** button to ask Nagisa if you are nearby / far away from a mineral source by posing the question: 侵食水晶はどこ？ *"Where is the eroded crystal?"*. Nagisa will give the following responses: ぼんやりとだが感じる… この先にあるようだな *"I can feel it faintly… It may be up ahead."*—when you are not near it. Or 近いな。*"It's nearby."*—along with an additional phrase telling you specifically where it might be. Nevertheless, at this point, use your search googles and look for any indication as to where it might be. In the third area, the minerals are exposed again. Hopefully you will reach the necessary **20** marker to gain an S-Rank. At the end, there will be a brief boss battle with a Goran Garan. Afterwards, the mission ends.

Nagisa: ……

> ⇨ ナギサに声をかける : *Say something to Nagisa.*
> ナギサに声をかけない : *Don't say anything to Nagisa.*

Nagisa: *<Defensively grunts and raises her blade towards you, mistaking you for an enemy>* …Grr!! … *<She lowers her blade>* … Why, it's only **<PLAYER>**. It would be for the best if you didn't stand behind me like that. I could've mistakenly killed you.

<She then walks away…>

Wynarl: Hahahaha! She must've shocked you, huh? I'd watch out for Nagisa when she's in the middle of a fight if I were you. She can switch up on ya real quick. There was one reason I chose you to be her bodyguard, and it's *this*. If you're not strong, you can't do it. No one else but Nagisa. Up until now, Nagisa's fought alone. More specifically, it seems she's *decided* she can fight alone. She thinks she can fight all sorts of enemies from here to the furthest reaches of Gurhal; taking on all comers. But I think that's stretching it a little much… the poor thing.

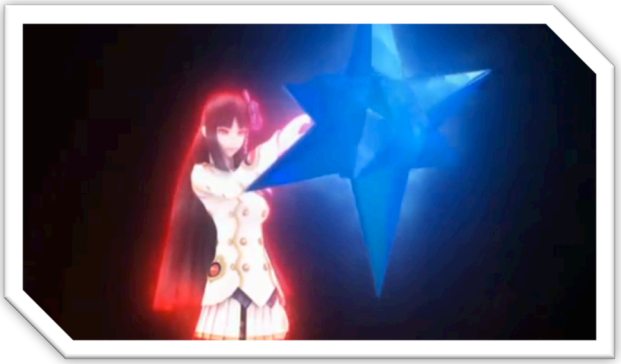
IN-GAME DIALOGUE:
Nagisa: Seems like there's some strange minerals here too. But, I can't see them… I can sense them when we're standing in the general vicinity though. If you just ask it of me, I can tell you if you're in close proximity to the minerals.

Nagisa: …Just up ahead. There's someone… In there.
Wynarl: …Yeah, there is, isn't there? No mistaking it. I feel it too.

⇨ 何がいるんだ？ : *Some**one*** is there?
何があるんだ？ : *Some**thing*** is there?

Wynarl: Well, not to go off topic, but to summarize Dumans in a nutshell. They're people who've had the composition of their Human genetic structures change. Is that to say that the change only occurs in humans? What do you think?
Nagisa: … Come!
Wynarl: Oops, we'll have to cut our chat short. We'll talk after we defeat whatever it is up ahead.

PLAYER EVENT: *Nagisa & PLAYER battle Vs.Goran-Garan*



Nagisa: I've found it… The 105th fragment.
Wynarl: Right. Well then, Nagisa. Do your stuff.
Nagisa: … Understood.

<Nagisa removes her eyepatch. Both of her eyes begin to glow red, followed by her entire body as she raises her hand towards the Dark Falz Fragment. The fragment then vanishes as Nagisa absorbs it.>

Wynarl: *THAT* is the thing that Nagisa's been searching for; the source of the Dumans' origin, and could be the reason why Gurhal's falling apart. I have a story on how all this came about, and I'd like you to hear me out. Darkness can't be destroyed. Even if you try to crush it, chop it up, scorch it with sheer heat, or smash it, it will *NEVER* go away. Light behaves in a likewise manner; you can't crush it in the palm of your hand. The physical manifestation of darkness itself—the SEED—and its ultimate source, Dark Falz, can't be wiped out either. In the history of the old days, the SEED had been sealed away, and Dark Falz had been defeated. But, even so, the darkness did not go away. Even though the darkness came, and was subsequently shattered, it still lingered on. These remnants of darkness had been broken off and scattered about. They've been having all sorts of negative effects on Gurhal. At a given point in time, it will manifest itself in a person's malicious intent, or again at another time it will fully consume and take over an entire person,

then by and by, it'll ultimately reach a point where it will fully resurrect itself. The emergence of the Duman race that's occurring now is an omen to that. So therefore, we're—no… Nagisa is doing her best to go around and collect these fragments. So that she may stop the malice in all of Gurhal from spreading, and subsequently prevent Dark Falz's resurrection.

Nagisa: … *<Breathing heavily and gasping for air>*

Wynarl: …Nagisa, are you alright?

Nagisa: … I'm… al…alri…ght… Let's go to… the next… place—

Wynarl: Nagisa!?

	声をかける : *Say something to her.*
⇨	抱きとめる : *Catch her in your arms.*

Nagisa: … I'm… alri…ght…

<Nagisa then collapses on the ground from sheer exhaustion.>

Wynarl: Evidently, it was too much for her… This would be reason number ***TWO*** as to why you were chosen to be her bodyguard. Nagisa's pretty close to her limitations now. All because she keeps fighting by herself. All I can do is predict when stuff like this is gonna happen, the only thing I can do is suggest our next best course of action. That's all… However, I can't handle things like *this*… I apologize—there was no point in me telling you all that. Um… Can you carry Nagisa for me? At the very least, while she's all tuckered out, we can at least stash her someplace where she can sleep it off peacefully.

<So, while carrying Nagisa, both you and Wynarl head back to CLAD 6 and lay Nagisa out to rest on the bed in your MyRoom.>

Wynarl: Please forgive me for putting you through all this trouble. I think she might be done with collapsing like this, but then again, I'm being a little bit nice when I give a diagnosis like that.

	気にしないで : Don't worry about it.
⇨	どうして倒れたんだ？ : Why did she collapse?

Wynarl: I guess the expression that "She's completely worn out" is the easiest way to understand what she's going through. The average person can't see the fatigue that she's suffering with their own eyes. It's due to the fact that she's using the strength from the recovered fragments. This is the risk that Nagisa decided to take, and there's no other way. But for Nagisa to sleep this deeply is a rare thing indeed.

Nagisa: … *<Nagisa sighs as she lay resting>*

Wynarl: Ah, speaking of which, is this your room? I feel bad for you letting us use it again, y'know? I'm glad that you're a girl [*Assuming that the Player Character is Female*], 'cause if you were a guy, how could you *not* take advantage of this situation? 'Cause there are only two people in the room, after all. I mean, look at her. She seems quite slender in that outfit, but she's actually well-endowed (***Kiyase*** [*]), if ya know what I mean. If you're curious, why not take a look for yourself! ... Ah! Just for the record, it's not like I wanted to see...

<Just before Wynarl can finish trying to persuade you, a call comes in on the Visiphone.>

Wynarl: Ah!! Shit!! What *wonderful* timing…

Emilia: ***<Over the Visiphone>*** Ah, **<PLAYER>**? …Why do you look like you're panicking about something? No, nevermind. Are both that Nagisa person and Mr. Pervert over there?

Wynarl: Calling me "Mr. Pervert" again, I see… Even though I asked you to stop.

Emilia: Even though our research matches what Wynarl said completely dead-on, I'm reporting the results of the research about

the Origin of the Dumans' birth regardless: Three years ago, both the SEED virus that was scattered, along with its vaccine had a mutual interaction with the flesh of Human beings.
Wynarl: Ahh! Of course, that's it!
Emilia: You said "That's it" …? You mean you weren't even entirely sure about what you said?
Wynarl: Nope, I wasn't. I hadn't researched that specifically. But, since I'm sharing Nagisa's body—who happens to be a Duman—I know a good deal about it. Back in the old days, that was the general standard, because we were researching the SEED.
Emilia: Hmm… Well, on the subject of Dumans... Or rather what Nagisa's doing...
Shizuru: Ah, we've finally found it, Emilia! Even though we've got an answer, I'll keep researching. Stop messing around and help me a bit.
Emilia: What?! Shut up! I wanted them to at least thank us for finding it...
Shizuru: You're always going off when we're in the middle of something. Not everyone has the luxury of being as smart as you!
Emilia: Alright, alright! I hear ya! Hold yer horses, I'll be there in a second...

> ⇨ なんだか忙しそうだね？: You seem to be busy.
> まだサボり : Still messing around, huh?

Emilia: Yeah! We now know what the souce of the Dumans is, and now the scientists are getting all excited! ...So since I'm going to be over here for a little while longer, I'm entrusting Nagisa and Mr. Pervert to your care! See ya!

<Emilia then hangs up, leaving Wynarl a bit angry and in a huff.>

Wynarl: DAMN IT, I'M NOT A PERVERT!! Ugh… There's absolutely no reason for her to call me that! Really, such an unruly girl. That's right, since we've been left in your care, I have a request. It's only one, so would you be so kind to hear me out? Aside from being a Bodyguard, it's a simple request. But, for Nagisa, it's a special one-of-a-kind request. Can you get along with Nagisa and be nice to her for me? 'Cause this girl's—

<Nagisa, feeling restless, slowly begins to wake up.>

Nagisa: …Mm…
Wynarl: …Oops, looks like our time to chat's over. So, don't forget my request just now. I'm counting on you.
Nagisa: … Where am I…?
Wynarl: …Hey, Nagisa, Good morning! Glad that you're awake. Did you have a good rest? You were out like a light! (It's a real shame I didn't get to see or touch anything...)
Nagisa: … Wynarl? … This… Uhh…. And you're…

> ⇨ I'm **<PLAYER>**.
> エミリア・パーシバル : I'm Emilia Percival.

Nagisa: … That's right. **<PLAYER>**. You're **<PLAYER>**. Forgive me, I'm a little bit dazed. Where… am I? The last thing I remember was that we were on Neudaiz a little while ago…
Wynarl: Nagisa, you passed out. So **<PLAYER>** carried you back here and then you woke up just now. That's what happened. … So, you should show some gratitude to us, who were actually able.
Nagisa: Oh... I really must have caused you a lot of trouble. However, I will no longer become a burden. Let's get to the next location soon... ***<Nagisa then winces in pain>*** … ugh… ah…!

> ⇨ まだ休んでいたほうがいい : It'd be best if you rested again.
> 手を貸そうか？ : Should I lend a hand?

Nagisa: … But…
Wynarl: There there, Nagisa. There's no point in rushing when you can't even function properly. Just take the offer and rest. If you exchange contact information with **<PLAYER>**, everything'll be alright, I'm sure. When you're in trouble, you can get in contact. Right! Exchange already!

You Obtain Nagisa's Partner Card.

Wynarl: Alright then! Sorry, but we'll be taking a little rest.
Nagisa: For now, why don't you forget about helping me in my endeavors and go do any other job you like. During that time I'll try to recover my strength. Don't go too far, though. If something comes up I'll contact you, so don't worry.
Wynarl: You may feel uneasy about us occupying your room, but we'll move out to the cafe as soon as she's able.
Nagisa: … Well, I'll see you later on, then.

***<PLAYER>** opens the door and then leaves the room, letting Nagisa speak with Wynarl in private while she recovers her strength.*

Nagisa: … (Sigh)…
Wynarl: Nagisa, it's becoming too tiring for you, isn't it?
Nagisa: … It's not tiring at all. I'm feeling fine.
Wynarl: Right… Well, you know it's like we're sharing the same body…
Nagisa: It's that obvious, huh...
Wynarl: Nah, I actually have no idea what's going on...
Nagisa: … Stop messing around!
Wynarl: Well, when you respond like that, then it's even more apparent.
Nagisa: Even though I'm tired there's no one who can replace me. I'm alright. I'll keep going. Aside from that, **<PLAYER>**'s power…
Wynarl: …Ah. Yeah. I've been watching the whole time. It's alright; it'll get done for sure. So long as it's **<PLAYER>**, for sure.
Nagisa: Is that so? I'm glad.
Wynarl: You're …glad? …Yeah, I suppose that's a good thing.
Nagisa: By the way, Wynarl. I have one question I'd like to ask.
Wynarl: Hmm? What is it?
Nagisa: While I was slumbering, I heard a new word that just seemed to stay in my ears… What does the word "well-endowed" (***Kiyase*** *「きやせ」) mean?
Wynarl: *<A look of utter shock strikes Wynarl's face. Wynarl then quickly regains his composure and tries to cover his tracks by deceiving Nagisa and playing into her naivety.>* …Umm… "well-endowed" (***Ki-Ya-Sen***「己也先」) is… a person who is very gifted or talented. Perhaps in battle or leadership, for example.—that's the general term.
Nagisa: I see. That's a good word.
Wynarl: Yep, that's right. But, since it's not commonly used, it'd be better not to use it so much in front of other people.

> ***Kiyase** refers to a distinct feature or attribute that a person has in which they can wear clothes, and somehow their body looks skinnier as a result—looking thinner than they actually are. Case in point, notice how slim Nagisa looks in her clothes.

<PLAYER> is now free to move about CLAD 6. Two new free missions have become available.

進化のカタチ : Shape of Evolution
蒼海の巨殻獣 : Azure Water Beast

To advance the story, you must complete any one Free Mission.

After **<PLAYER>** returns from completing a Free Mission:

Wynarl: Aah! That's the wrong one, the wrong one! The other side, Nagisa! Look, speak into it right here.
Nagisa: You're always being so obnoxious… So, I speak into this thing? He… Hey! Can you hear me?
Wynarl: It isn't a one-sided conversation like a speakerphone. You can talk normally, Nagisa.
Nagisa: I don't like how difficult it is to communicate with this device. I'll be waiting for you in the Café.
Wynarl: … If you were just gonna say ***that***, then sending a mail would've been just as goo—***<Visiphone Disconnects>***

<PLAYER> then heads to the Café.

2nd Universe

108 の欠片

"One-Hundred Eight Fragments"
[Fragments of Disaster]

Nagisa: Ah, **<PLAYER>**. Sorry to bother you into coming here.
Wynarl: If you felt that way, you could've just communicated over the Visiphone, y'know. Suddenly cutting someone off is kinda rude, even if you made a mistake with the machine.
Nagisa: Well, I don't know how to use it, so it couldn't be helped! Besides, talking face to face makes it easier for me to remember.
Wynarl: … ***<Sighs>*** …Is that so.

⇨ 身体はもう大丈夫なのか？ : Is your body alright now?
次の目的地が決まったのか？ : Have you picked our next destination?

Nagisa: Yeah. Thanks to you, I was able to enough rest. If I wanted to right now, I could probably destroy everyone and everything in here.
Wynarl: Yeah... But let's not do that!
Nagisa: Yeah, I know. I won't use such excessive force in a place like this.
Wynarl: …Yes, that's much better.
Nagisa: As far as the next destination goes… Truth be told, I haven't decided yet.
Wynarl: To be honest with you, Nagisa and I only know the general areas to look in. So, we've been going to each place, one by one, just searching as thoroughly as we can.
Nagisa: Aside from just searching for them, the wildlife keeps attacking. It's especially tough with their sudden mutations from the influence of the fragments.

⇨	だいたいの場所がわかるのなら… : Well, if you know the general area where we need to go…
	その影響で突然変異が起きるのなら… : Well, if a mutation occurs from being under that influence…

Nagisa: We'll just have to look for the fragments on foot, I suppose. That's the obvious conclusion I've come to.
Wynarl: On the other hand, if we can figure out where the sudden mutations are happening, it may be around that area. However, we haven't made a connection like that yet...

The Visiphone then rings with an incoming call.

Nagisa: That sounds like your phone, **<PLAYER>**. Don't worry about me, go ahead and answer it.
Crouch: ***<Crouch then appears in the Visiphone>*** Hey, **<PLAYER>**! While you're over there relaxin' in the Café away from Emilia, do ya got any free time on your hands?

	護衛の依頼を受けている : I'm in the middle of being a bodyguard right now.
⇨	ヒマしている : Yeah, I'm free at the moment.

Wynarl: Well yeah, since nothing's definitely going on right now, you've got some free time. Also, we said you don't have to be her bodyguard every second.
Nagisa: For the time being, if we help **<PLAYER>** with this request, it may become a great help in finding the fragments along the way.
Crouch: One person from *GUARDIANS* decided they're jumpin' in on the action. Can ya take on this person as your client for me? The *GUARDIANS* decided they're gonna go ahead an' take a look at G.R.M. Inc.'s private property. Seems there's been a lotta sudden mutations in the wildlife around there.
Wynarl: Bahaha—mmph! ***<Wynarl stifles himself and tries to contain his laughter.>***
Crouch: Looks like it'll be Miss Lumia comin' to join. So maybe it'd be easier to send you, huh?As long as there's strength in numbers, why not bring another tough person along for the ride? They told me they'll lay out all the details for ya when ya actually get on down there. So I'm countin' on ya to get it all taken care of, "Hero". *<Crouch then hangs up.>*
Nagisa: ***<Nagisa brandishes her blade>*** **<PLAYER>**! I'm very confident in my combative skills! If it came down to it, I'm sure I could even beat you!
Wynarl: Woah, Nagisa's made her appeal to you so quickly—that isn't the way you should go about asking the person who agreed to be your bodyguard, Nagisa!
Nagisa: Well, since **<PLAYER>** is my bodyguard in the first place, do you really think I'd be left behind?
Wynarl: Even though we said you don't have to be guarded every second! Really, it must be so convenient only remembering what you want to...
Wynarl: ***<The tension in the air finally vanishes.>*** Anyway, about the fragments... Can't say for sure, but given the number that still remains, it's a pretty high possibility that there's one down there.
Nagisa: Of course, I'm not going to get in your way, **<PLAYER>**. But, would you please take me along with you?

	仕方がない: I don't really have a choice...
⇨	当たり前だろう : Of course, I was gonna take you regardless!

Nagisa: …Ah, yes. That's right. **<PLAYER>** *is* my bodyguard after all. **<PLAYER>** would surely come along wherever I went. So I guess that leaves me no choice; looks like I have to go with. …Hehe.
Wynarl: Oh, don't act like you didn't wanna go in the first place... Nevertheless, I do like the way you responded.

From this point, you gain control of your character. Before accepting ***STORY MISSION Chapter 2, Act 1***, there are **6** characters to speak with on CLAD 6 for the purpose of developing the story. **Nagisa (twice), Vasque, Kunoh, Chelsea, Crouch, & Ursula**:

CONVERSATION #1

Nagisa: Oh, **<PLAYER>**. What's wrong? Do you need something from me? My "surname"? What sort of thing is that? Ah, I see. You need it so you can fill out the registration form for your clients. Well, I'm sorry, but I won't be able to answer your question. Ah, or better yet, the same surname as **<PLAYER>** would be fine.

Wynarl: She's not really trying to sound arrogant. Oh, and there's no point in counting on me to tell you what her surname is either. Nagisa had forgotten what it was since we met.

Nagisa: …Shut up, I remember how this "surname" thing worked in the past, you know. Emilia's name is… "Emilia Percival", right? Mine was the same way. …No, was it different? I think it was *"Nagisa Something-or-Other"*, or something that connected my name like that. Well, I can't recall what it was, so whatever you want to call me is fine. If coming up with a surname for me is too hard, just go with whatever fits, I guess.

Wynarl: …Bahaha—! <*Wynarl tries to contain his laughter.*>

Nagisa: …What's wrong, Wynarl?

Wynarl: Well, since you're not aware of some of the things you say, whenever I'm with you, Nagisa, there's never a dull moment.

Nagisa: What are you talking about?

Wynarl: Hmm? It's fine if you don't know what I mean right now. However, it may be interesting if you remember this moment after you've learned a lot more.

CONVERSATION #2

Wynarl: Hey, **<PLAYER>**. By the way, I forgot to express my thanks earlier. Thank you so much for defeating Kumhan. When I heard that somebody took him out, I breathed a *HUGE* sigh of relief! So, really, thanks.

Nagisa: Although I wasn't around to hear about it, just what kind of person was this "Kumhan"?

Wynarl: He was an evil dictator from the age of the Ancients. I'll say it this way so it's easier for you to understand, Nagisa. He was the *MOST* evil person there ever was.

Nagisa: When you say "the *MOST*", it's still a bit tough to understand. Is he many more times worse compared to anything you know?

Wynarl: Maybe, but I don't think I could even express his level of evil in multiplication alone. But I think **<PLAYER>** and the gang knows quite well. I mean, they fought against him and came out safely. But they did fight against him and come out quite safely... It would seem that since he didn't have his own body, perhaps he couldn't use much power?

Nagisa: … He was *that* much stronger?

Wynarl: Yes, needless to say. His sheer power was beyond any human comprehension. That's how he became a dictator. His power, his intellect, his knowledge, his wisdom… all of it far surpassed anyone who stood before him. From the moment I met him, I knew my strength was no match for him.

Nagisa: …But, **<PLAYER>** and everyone else won out in the end against Kumhan, right?

Wynarl: Yeah, well... He did cross over from a long period of time in subspace, so he may have weakened from that. But hmm, how strong was he... Well, Nagisa, to put it in laymen's terms for you... He could even fly in the sky.

Nagisa: In the sky… you said? There were people who could fly in the sky?

Wynarl: Now you see what I meant by "beyond human comprehension". He didn't just fly in the sky, but he *was* capable of such atrocities like the ability to fell over 1,000 people by himself with a single blow, or cause an earthquake with a strike of his hand. Aside from that, there were SO MANY other tales. Really, everything he did made scientists cry because he was so unbelievable.

Nagisa: That's… incredible. I wish I could've seen it for myself at least once.
Wynarl: Well there's no use in that, now is there? **<PLAYER>** and the gang already defeated him anyway.
Nagisa: So you claimed victory against the man who flew in the sky and felled over 1,000 people at once.
Wynarl: Yeah, yeah! It was really amazing, wasn't it? Maybe **<PLAYER>** and the gang can fly in the sky too?
Nagisa: I see. And that one time you were fighting against me, you were just going easy on me? Really, my definition of a hero must be different. I'm going to have to work on my own skills so I can learn to balance my power like you, too. ***<Nagisa then walks off>***
Wynarl: Wow, she really believed it! I wondered how much she would believe, but she believed it all! Eh? Wait, you didn't believe it, too...? Actually, he didn't fly or fell over 1,000 people by himself. Although, he really seemed capable of doing all that. Therefore, I truly am greatful toward you. Sorry for being so careless. Thanks for defeating the bane of our civilization.

Vasque: Emilia's gone out to collaborate on the research. And Yut's gone back to his home village. There's a very quiet calm here at *Little Wing* with the both of them gone. I remember back during the Subspace Incident, there were tons of people pouring in one after the other; things certainly were busy back then. …But since the people coming in and out has become few and far between, evidently things are a little bit loneliner now. Seeing the natural exuberance of children is an invigorating thing for adults to see. No, referring to Emilia and Yut as kids would already be rude on my part. Those young people are already coming into their own and finding their own things to do. Up until half a year ago, things were fairly dangerous. Hah… And the children are growing up so fast. So we have fun watching them… It makes us recall the old days.

Kunoh: Hmm… Oh, it's you **<PLAYER>**. Pardon me; I was engrossed in reading this document for a little bit. You want to know what this is? This is a *GUARDIANS* guidelines form. An old acquaintance of mine invited me and sent this form—basically forcing it upon me, even though I didn't ask for it. But, I feel like it's OK for me to go back. I don't have anything to worry about at *Little Wing* anymore. Originally, I joined the company in order to chase down Emilia. Now that I've reported her whereabouts, I can choose to return and regain the honor I lost. Oh, please don't misunderstand what I'm saying. Right now I'm not concerned about it. But the next time there's someone like Emilia, I'd like to protect them. That's all I meant. However this "Requirement to wear Uniforms" clause in the terms of service is something that I'm not terribly fond of. Once when I was in the *GUARDIANS*, I had to wear a Uniform. ...Haha, I'm more used to how things flow here at *Little Wing*, though.

Chelsea: Hm? *Excusez-moi*, young *madame* over there. Why is it that you are making the worried face?
Nagisa: …Who, me? I'm not worried about anything. Where did you get the impression I was?
Chelsea: It is obvious in a young lady like you. Is it that you are trying to keep your center of gravity low so you can respond quickly if the enemies appear from anywhere, *non?* Do not worry your pretty face, *ma chère*. No one is coming to make the attack on you. See, you must release the tension in your shoulders and relax! Relax! Hmm... Your neck is very stiff from the tension!
Nagisa: Is that so?
Chelsea: It is a little bit bad, you see…
Nagisa: Why are you examining my entire body? Is there something wrong with me?

Chelsea: …Hehe, I see now. Your clothes. They are tight on the—how you say—bosom, *non?*
Nagisa: How did you know that?
Chelsea: My eyes. They are trained to notice this kind of thing. However, this is my *spécialité. C'est magnifique!*
Nagisa: What're you talking about?
Chelsea: This is the early talk for a young lady. Until then, you must eat well, exercise well, sleep well, and keep growing more, yes? ***<Chelsea walks off>***
Nagisa: What the heck was *that* all about?
Wynarl: She was just talking about how you're cute, Nagisa. That's all.

Crouch: Yo, **<PLAYER>**. Emilia said she was goin' to the research facility. But things have really changed. It seems that Emilia wants to be listed amongst all that jibber-jabber that's in those science magazines. In the meantime, Emilia hasn't been able to get anything done 'round here, since she's now up there with those big-wig scientists. Really though, growin' up fast is from her childhood is gonna be hard on her. I get the feeling that she's gonna fly away from the nest for good one of these days, y'know?
Emilia: ***<Emilia storms in the room, thoroughly exhausted>*** …Phew! I'm home!
Crouch: ***<Crouch looks stunned>*** E.. Emilia?! Hadn't you gone off to the research facility by now?
Emilia: I just came back home to change clothes. Uncle, what're you worried about?
Crouch: No... Nothing! You just came back without contacting me!
Emilia: What're you talking about? This is *MY* home too, y'know! I can come and go as I please!
Crouch: …!
Emilia: Honestly, I'm quite capable... And Shizuru keeps me way too busy without any breaks. He's so insensitive!
Crouch: …Ya leavin' soon, Emilia?
Emilia: Yep. We only established the basic theory so far. He'll get mad at me if I don't return soon.
Crouch: I see. Well, be sure to eat right.
Emilia: Huh? Oh, um, yeah. What's wrong? Did you eat something bad?
Crouch: Sh… Shaddup! Look, just hurry up an' go already!
Emilia: Wha, what the heck? I was just concerned about you, that's all! Heh! I'll just go without saying anything, then! See you later, **<PLAYER>**! ***<Emilia runs off>*** … ***<As she's running, she turns back and says>*** … Oh, and Uncle! Can ya clean up the place while I'm gone? Or the place will look like a garbage dump when I get back! See ya!
Crouch: ...Heh! "*This is MY home too, y'know!*" she says… That dumb girl of mine. And she's startin' to get used to talkin' to me like that, too!

Ursula: **<PLAYER>**, can you come here for a moment? … Yes… Yes… Turn around so your back's facing me. Alright, next, face the opposite way, please. ***<Lost in thought>*** Hmm… I get the feeling that something's wrong. Oh! I'm sorry. I'm trying to come up with a new fashion design, you see. But lately I've been in a bit of a slump. Around the time of the Subspace Incident, there was a huge influx of people coming and going. It gave me a chance to see all sorts of styles, and gave me inspiration for my work—but now…
<Nagisa then walks up and inadvertently catches Ursula's attention>
Ursula: Hm…? Hey you, over there! Can you come over here for a minute?
Nagisa: Who, me? W… Why are you staring at me like that? If there's something funny about me, I'd prefer it if you told me.

Ursula: No, it's nothing like that. Aah… Don't you move. Hm. Can you turn around for me once while standing in place?
Nagisa: …Like …like this?
Ursula: Yes, turn your back to me and hold out both of your hands. Now straighten your back. ...Alright, now face me one more time! I see... If I look at it this way from the front and then follow it with some innerwear...
Nagisa: ..!?!
Ursula: Just a minute. Please stop fidgeting.
Nagisa: Wha, wha… wha…! What're you doing?!
Ursula: Making sure the whole thing's balanced.
Nagisa: Wha, wha, why are you messing with my hem line?!
Ursula: Quiet, please. I'm only looking. So please keep still.
Nagisa: …Uhh…
Ursula: Yes… Yes… Good! Absolutely wonderful! The hairstyle, the hair color and everything else match! With some coordination, I might be able to take this in the right direction… I have to take this and go start on a basic image as quick as I can! ***<Ursula runs off>***
Nagisa: Wha… What was *that* all about? Oh **<PLAYER>**, you're here too? I thought I'd seen everything before, but… That was the first time I experienced something like that in my life… Before I could even say anything she… ugh… this world is a scary place.

STORY MODE: CHAPTER 2, ACT 1 ➔

Lumia: Ah, over here, **<PLAYER>**. It's been a long time since we've done a mission together, hasn't it? I'm glad to see you. I hope you'll do your best this time around too! Oh? That person over there... Is she a new member of *Little Wing*?
Nagisa: Me? That's right. Hmm, well-observed. My name is Nagisa, pleasure to make your acquaintance. In any case, what's all this about the suddenly mutated life-forms that have been occurring in this place?
Lumia: Ah. It'd be better if we had the person from G.R.M. Corp explain it to us. They should be here any minute now.
Hyuga: <*Walks up*> …Ah, has everyone gathered together now? Please excuse my tardiness.
Lumia: Eh, wha…? Hyuga? Why's Hyuga here?
Hyuga: Ohh, why if it isn't Lumia-chan. Out of all the people working at *GUARDIANS*, they sent you, my dear.
Lumia: …Um, Hyuga. Do you think you could stop referring to me using "-chan" from here on out? I'm not a little girl anymore.
Hyuga: Oops, pardon me for that. But you *really* have become quite beautiful, haven't you…? I'm willing to bet all the other guys around you simply can't leave a pretty thing like you alone, yes?
Lumia: Um, err, it's especially *that* sort of talk that I don't— …
Hyuga: My goodness, *GUARDIANS* must be pretty withered and dry without me, I imagine. Out of all the beautiful flowers there, only one beautiful flower came to find me out here...
Lumia: ...All the girls at *GUARDIANS* aren't constantly thinking about you, Hyuga. And I'm not interested in you either. Why don't you find out what this Nagisa person wants to ask you instead?
Hyuga: Pardon me, I was obsessing a bit over it. Well, what kind of question could you possibly have to ask m***—<Hyuga's jaw drops as he looks at the familiar black-haired woman in front of his eyes>***
Nagisa: … He… Hello. ***<Nagisa turns her face away from Hyuga in sheer embarrassment.>***
Hyuga: Um… Correct me if I'm wrong, but haven't we met once before?
Nagisa: Maybe… But according to my memory, this is my first time meeting you. But couldn't it just be that you had just met someone

who looks like me by sheer coincidence before?
Hyuga: But wearing the same exact clothes as you?
Nagisa: Couldn't it just be that it was a person who makes a hobby out of dressing up exactly like me? …Yeah, that's right…!
Hyuga: Would you be so kind as to remove that eyepatch for a second?
Nagisa: …Would you really tell a lady to "remove" her clothes?
Hyuga: An eyepatch isn't considered clothing!
Nagisa: To me it's no different than being a part of my clothes! If I take ***that*** off, are you going to ask me to take off my coat too?
Hyuga: It isn't ***that*** kind of request!

⇨ ナギサに助け舟を出す : *Come to Nagisa's defense.*
ヒューガをたしなめる : *Chide Hyuga for his conduct.*

Hyuga: Well… So long as it's you who's telling me to stop, **<PLAYER>**. I'm willing to let it go for now. So, what was it you wanted to ask me?
Nagisa: It's about the suddenly mutating life forms. What sort of forms are they mutating into?
Hyuga: According to our research team, I hear that the composition of the bodily tissue is what's changing in these sudden mutations. If you recall the last issue we were confronted with for example, it's similar to how sudden Human mutations lead to Dumans.
Lumia: Even though it was happening on such a small scale, it's like how sudden mutations were occuring in creatures like Walmus and Astark.
Nagisa: Around that time, Dark Falz was… No, the SEED was sealed away by then, wasn't it?
Lumia: Umm… Yes. That's right. It was from exactly around that time.
Hyuga: It seems that even in this area, sudden mutations have been happening rather frequently as of late. With Lumia acting as a member of the *GUARDIANS* research team, I came along as a tourguide from G.R.M. Corp to aid everyone.
Lumia: But why you, Hyuga? I know this is G.R.M. Corp's personal site, but they could've just as easily chosen someone else to act as a tourguide.
Hyuga: Well they said that it was already decided that I should come here for the sake of meeting you and that beautiful young lady over there! Can you believe that?
Lumia: Please answer me seriously.
Hyuga: Well, there's all sorts of reasons I could give you. One being that G.R.M. Corp is seriously understaffed at the moment, another that doing this is a favorite pastime of mine…
Lumia: …got it. You've got things involving yourself to think about, huh?
Hyuga: Aren't I always thinking of just the ladies? Right, Nagisa?
Nagisa: Don't bother talking to me about this. It'll just be difficult for you.
Hyuga: So heartless…! …Anyway, that's fine. Shall we head on out?

HYUGA & LUMIA JOIN YOUR PARTY

Nagisa: …Yes!! I got through that unscathed!
Wynarl: That was an incredible job you did at keeping a straight face, Nagisa! I was the only one who saw through your act.
Nagisa: What are you talking about? At least that guy didn't try to investigate me further. I had to use my acting to trick them back there.
Wynarl: Ah... Acting, was it? But to me, it looked like you were caught between a rock and a hard place. I almost thought you were gonna lose it and end up spilling the beans back there.
Nagisa: Hey, **<PLAYER>**. You don't think they found out the truth about me, do you?

⇨ 大丈夫、ばれていない : It's alright. You didn't give yourself away.
ばれているかもしれない : You might've given yourself away…

Nagisa: Right! See, Wynarl? My acting skills aren't total garbage.
Wynarl: Well, that sort of thing is fine and all, but first of all it seems that there's a fragment somewhere around here.
Nagisa: When things get rough, I'll collect the fragments using brute force if I have to. I might make them a little bit scared of me, but ...There's not going to be any other way.
Wynarl: Sorry, Nagisa. But I'd prefer not to get my hands dirty doing some thankless job.
Nagisa: What are you saying, Wynarl? I'm good at acting! Leave the thankless jobs to me.

CHAPTER 2, ACT 1 - MISSION PARAMETERS:

In order to advance through this mission, there are multi-colored electric fence enclosures in which you must lure specific animals into each respective gate that Hyuga specifies. You must lure or defeat—preferrably the former—the animals into the enclosures and signal to Hyuga with a shortcut command to close the gate. There are three commands to use over the course of this mission, and they are: 黄色／緑色／青色フェンスを閉じろ *"Close the Yellow / Green / Blue Fence!"* To gain an **S-Rank Grade**, you must **successfully trap all animals in their respective enclosures *without* killing any of them with the exception of the 6th animal—the Bola Vreema—which must be killed *after* entrapping it**. In the **first** enclosure zone, you must trap an **Evil Shark** in the Yellow Fence. In the **second** zone, you must entrap a **Polty** in the Yellow Fence, a **Go Vahra** in the Blue Fence, and an **Astark** in the Green fence. In the **third** zone, you must trap two **Pal Sharks** in a Yellow and Green fence respectively—either fence is fine, however you must do it **almost simultaneously**, due to the fact that one fence opens up a few seconds after its closed, leaving a narrow window of time to entrap both. In the **fourth** zone, you must trap a **Bola Vreema** in a Blue Fence. Initially the animal runs into the fence, making capture easy. However he escapes, prompting you to defeat it. In the last area, you are in a zone that is completely corrupted by SEED. You must use the **mounted turrets** with defensive shields in front of them to eradicate all the mutated seedforms. Afterwards, Act 1 will be complete, and you will be given the option to return to CLAD 6 or immediately move on to Act 2.

IN-GAME DIALOGUE:

Hyuga: In this area, there's been confirmation that mutations in life forms have been happening here. For the sake of capturing the research subjects, we went ahead and sent out a request for the necessary traps ahead of time. For now, proceed to the zone where we've installed the traps.
<<CUTSCENE: After reaching the 1st animal paddock area.>>
Hyuga: Up ahead is the zone we've used to install the traps in advance. **<PLAYER>**, while we wait here, you go on ahead and give me the signal when I should close the trap, and I'll close it with the control panel here.
<<CUTSCENE: After enclosing the 1st animal set—an Evil Shark—in the Yellow Fence.>>
Hyuga: You caught it so easily! Can you do the next one please?
<<CUTSCENE: After reaching the 2nd animal paddock area.>>
Hyuga: Up ahead in this area too is the zone we've used to install the traps in advance. **<PLAYER>**, many, many apologies… but again, please signal me when you're ready to close the fence.
<<CUTSCENE: After enclosing the 2nd animal set—a Polty, a Go Vahra, and an Astark—in the Yellow, Green & Blue Fences.>>
Nagisa: I knew you could do it.
<<CUTSCENE: After reaching the 3rd animal paddock area.>>

Hyuga: I just got information from headquarters; The traps that were laid here in this area have been experiencing technical difficulties, and haven't been able to start. I do indeed apologize for all this trouble I'm putting you through, but would you capture the subject animals as quick as you possibly can?
<<CUTSCENE: After enclosing the 3rd animal set—two Pal Sharks—in the Yellow, & Green Fences.>>
Lumia: You did a great job!
<<CUTSCENE: Nearby the 4th animal paddock area.>>
Hyuga: Wha… What the heck is ***THAT*** creature?!
Lumia: Hyuga, is something there?
Hyuga: Nagisa, did you see it?
Nagisa: Yeah, it looks like something was just here—and it went further towards the back.
Hyuga: That creature might be the one causing all the havoc around here as of late. Let's hurry and chase it down!
<<CUTSCENE: After reaching the 4th animal paddock area.>>
Hyuga: Up ahead's the last trap. **<PLAYER>**, please do your best to capture it!
<<CUTSCENE: After enclosing the 4th animal set—a Bola Vreema—in the Blue Fence.>>
Nagisa: Looks like you managed to succeed.
Hyuga: This was pretty easy to finish, wasn't it?
Lumia: Thanks for helping us! Wha... What the—?!
<<The Animal breaks free from the enclosure.>>
Nagisa: Looks like capturing that thing is more difficult than it looks.
Hyuga: It can't be helped, it seems… We're just going to have to take this beast down.

Nagisa: …
Wynarl: Yes, yes, Nagisa. Let's take a break now. Just a break. But even if they have their doubts about you and are wrong, must you really get what we're after by brute force?
Nagisa: I already understand. If they complain, I'll cut them down one by one.
Wynarl: Seems like you don't get what I'm saying at all...
Lumia: ...Hey, **<PLAYER>**. Nagisa's kinda like Emilia in some ways, isn't she?

そうは思わない : I don't think so.
⇨ そうかもしれない : Maybe so.

Lumia: She does things like move around funny, seemingly monologues to herself a lot, and looks around like Emilia did back in the day. Kind of reminds you of how things were back then, huh?
Hyuga: Well, from my point of view, I think that it isn't just her and Emilia and her that seem alike, but also Lumia and you.
Lumia: …So where's the similarities then?
Hyuga: Of course, you're all so beautiful!
Lumia: Then it's OK to tell that to Maya, now isn't it?
Hyuga: W, wait! It isn't *JUST* that, of course! From time to time, there's a deep, intense look on her face. I mean, think that even though Emilia does it a lot, it's even more obvious when it comes to her facial expressions.
Lumia: A "deep, intense look on her face"? You aren't spouting random things again, are you?
Hyuga: …No, I'm speaking seriously, this time. It's the kind of facial expression that makes you think that the person has something they're trying to hide and keep surpressed, you see? It's like the time Ethan was under suspicion for an assassination attempt on then-*GUARDIANS* President Dallgun. You get what I mean now?
Lumia: The time my brother did that…?

Hyuga: Even if you want to say it, but can't... There are some people who can't use words to express the things they want to say, but can't even show it in their facial expressions alone. **<PLAYER>**, would you happen to know anything about that sort of thing?

> ⇨ とぼける : *Play dumb and pretend to be oblivious.*
> 慌てる : *Become panicked.*

Hyuga: I see. Asking any more about this would seem too tiresome, wouldn't it? …It's quite a heavy discussion, I suppose...
Lumia: Huh?
Hyuga: No, forgive me. It's nothing.
Nagisa: What's wrong with you three over there? Is there something on my face?
Hyuga: It's just that your facial profile from a distance looks like a beautiful and dazzling ray of light breaking through the clouds, my dear.
Nagisa: Huh? I'm sorry but can you please phrase that in words I can understand?
Hyuga: ... This is the first time someone has not understood one of my pick-up lines. Everyone takes things differently.

IN-GAME DIALOGUE:
<<*CUTSCENE: After reaching the gun turrets in the SEED-tainted area.*>>
Lumia: Wha… What in the world is that?!
Hyuga: I had received a report that the creatures were in advanced stages of mutation, but this... I can't believe it's advanced ***this*** far... It looks like the monsters here have mutated into some sort of unique variant. It'd be extremely dangerous to just leave them as they are right now. However, normal attacks from our weapons won't prove effective against the monsters in this area. This is difficult…
Lumia: In this area the special defensive barriers from when the SEED were sealed away have been left over. **<PLAYER>**, can you please use these battlements to deal with the mutated monsters? We'll try to support you on this end by using the defensive shields remotely when things get tough for you. Although I think it might be difficult for you to go it alone, I'm counting on you to get the job done!

STORY MODE: CHAPTER 2, ACT 2 ➔

Wynarl: Ahh... Every time I come to the Parum Relics, it's feels so nostalgic. Feels like being home. Especially since I slumbered here for a good long while, you know?

> ⇨ 懐かしい？ : You feel nostalgic?
> 眠っていた？ : You were slumbering?

Wynarl: Yep! That's right. Up until the day I met Nagisa, I was always here on Parum.
Nagisa: You always talk about it every time we come to Parum. At the very least, until I forget it, could you stop bringing it up?
Wynarl: Chill, chill… This is the first time that I've had a different audience to tell it to. So I'm gonna tell it once more. I used to be here in the Denes Relics on Parum. More correctly stated, I was sleeping inside the Red Tablet in Denes up until I met Nagisa. I don't know how long I was in there for but since I had spent so much of my life in that place as opposed to anywhere else in the galaxy, it felt like that place was my home, y'know? Hm…? You said that you believe it was Kumhan that was actually in possession of the Red Tablets from Denes? Well, I'll ask you this: Why do you suppose he used subspace to recreate the Denes Relics...? Because when he went there the tablet was already gone.
Nagisa: Could you stop talking about the time we met?
Wynarl: Aww, although I kept my mouth shut on purpose, perhaps did you really mean that you wanted me to talk? And you wanted me to ask someone if they'd listen?

Nagisa: I'll chop your head off.
Wynarl: Ooh! Scary! …Well, I guess I'll have another chance to tell my story. Oops, they're gonna leave us behind!

CHAPTER 2, ACT 2 - MISSION PARAMETERS:

This mission involves you escorting a Research Machine through the Denes Relics of Parum while shielding it from harm's way against the hostile Stateria that are in the area. The Research Machine will follow a specific path node to its destinations known as "Research Points". As the Machine stops to gather data on the area, waves of monsters will spawn, prompting you to defend the machine. In addition to that, there are also instances where the machine may encounter damage traps laid out in the pathway on the way to the next research point. You must destroy the traps to prevent the research machine from sustaining damage. To gain an **S-Rank Grade**, you must **successfully guide the research machine through the Denes Relics leaving the machine intact and largely unscathed by damage from enemies and traps**. Some specific areas will involve you taking remote control of the device with the analog stick and prompt you to press **Left** to **Stop** it, and **Right** to make it **Advance** so it can safely navigate past crushing pistons that shoot out of the walls.

The **first area** is pretty straight-forward. Just follow alongside the research machine and stop to defeat the Stateria where necessary. In the In the **second area**, there will be a sprawling maze made of electrical fences in front of the research machine. You must then give commands for the machine to turn either [左へ] **Left** or [右へ] **Right**. The correct solution to navigate through the maze unscathed is **Right, Left, Left**. Following this route will render the research machine unharmed. Aside from the occasional fight against waves of Stateria, the **third area** involves you guiding the research machine down a corridor with crushing spiked pistons on at least two occasions. You must use the analong stick as a **remote control** during these portions of the zone. The **left** direction on the stick will make the machine **halt**, while the **right** direction will make it **proceed**. After all is said and done, you will encounter your first new boss battle. A stateria dragon called **Dyla Bravace**. After defeating the boss, the story will continue and Chapter 2 will be complete.

IN-GAME DIALOGUE:

<<CUTSCENE: After reaching the gun turrets in the SEED-tainted area.>>
Lumia: From this Area, the Investigative Research is switching over to *GUARDIANS*. We've opted to set up this Environmental Research Machine to investigate the Relics' interior for abnormalities and gather data.
Nagisa: What's an... "Environmental Research Machine"?
Lumia: Well, just like the disaster we dealt with from before, there's something right here in the inside of the Relics that's making stuff like that happen too. So for the sake of investigating what the source is, this machine was quickly prepared ahead of time to go and check it out. This research machine can move, you see? And just like that, it'll automatically move itself to the research point and start the investigation. But because the research machine becomes vulnerable in doing so, please protect it from danger when enemies pop up. Since I have to make final preparations on this machine now, can you scout ahead and make sure the way is clear for it to come up and conduct the survey?
<<CUTSCENE: After clearing the 1st wave of enemies.>>
Lumia: Sorry for making you wait, I was making final preparations to gather up the data.
<<CUTSCENE: After clearing more enemies, going down a long, winding tunnel, and waiting for the machine to follow.>>

Hyuga: Lumia. After this Research Point, about how many would you say are left?
Lumia: Umm… There's still a fair amount left over, so let's proceed with caution.
Nagisa: Well, while you guys were talking, it looks like we've got some trouble here.
Lumia: No way…! The fence..!
<<CUTSCENE: After zoning into the next area and seeing an electric fence maze.>>
Lumia: Looks like there are several varying routes that the research machine can take, huh? Since the functionality of the research machine's limited in this area, we'll have to use a remote control. **<PLAYER>**, can you please let me know what direction to make the machine turn in?
<<CUTSCENE: After clearing the maze.>>
Lumia: Yes, I knew you could do it! Since we guided the machine through successfully, let's press on!

Hyuga: The invasion of the SEED, the subspace incident, and now the Dumans coupled with the sudden wildlife mutations... Gurhal sure does have a whole laundry list of problems, doesn't it?
Lumia: That is so true. Why has all this happened in just a short amount of time…
Hyuga: On the contrary, if you think about it, the source behind these incidents might be around somewhere. The actual beginning of all these incidents was the SEED Invasion that happened at the 100th Year Anniversary of the United Gurhal Alliance.
Lumia: …I was trapped on the Linear Line at that time. Thinking that it was peaceful for 100 years... and it turns out the "Invasion of the SEED" is the source of it all?
Hyuga: …Or rather it may even be the "Seal of the SEED".
Lumia: Eh?
Hyuga: Say, **<PLAYER>**. What do *you* think the source is?

SEED の襲来が怪しい : I suspect it's the Invasion of the SEED.
⇨ SEED の封印が怪しい : I suspect it's the Seal of the SEED.

Hyuga: Yes. Actually, I myself suspect that as well. Say, Nagisa, how about you?
Nagisa: …
Hyuga: Nagisa?
Wynarl: Nagisa, over there.
Nagisa: …Ah, yes, it *IS* over there. ***<Nagisa then walks off…>***
Lumia: Ah! Wait, Nagisa! Hang on a second! ***<Lumia follows behind Nagisa in pursuit.>***
Hyuga: ...What in the world could it be that she sees? At least for the time being, I haven't the foggiest clue. But, I tend to find myself attracted to the somewhat more mysterious side of women anyway.

IN-GAME DIALOGUE:
<<CUTSCENE: After zoning into the next area, following the cutscene.>>
Lumia: Alright, let's start up the research in this area as well.
Hyuga: Hm? What in the world… is that?
Lumia: What the!? What's that doing on the research machine's pathway...?
Hyuga: There's a switch over there!
Nagisa: There's one over here too. If we press these switches, shouldn't the explosion stop?
Lumia: But something's still keeping the fence activated. Let's get the fence deactivated and hit the switch.
<<CUTSCENE: After hitting both switches.>>
Lumia: Phew! We made it just in time, didn't we? Is anyone hurt? Huh? Nagisa, there's some dirt on your shoulder.
Nagisa: Oh, th… thanks…

Hyuga: Oh, I would so love to join in the friendship between two such beautiful women! …Oh, and by the way, since our time's running short, we should get going.
<<CUTSCENE: In the event the machine stops to gather research on a point.>>
Lumia: It's the enemy! Please defend the research machine!
<<CUTSCENE: After reaching the 1st spiked piston corridor.>>
Hyuga: How will we… get through this trap?
Lumia: Give me some time, I got an idea. I've managed to incorporate a "Proceed" and "Halt" command protocol in the research machine.
Hyuga: No lady other than Lumia could be so intelligent!
Lumia: Hey, Hyuga, knock it off!
<<CUTSCENE: Safely pass through>>
Lumia: The machine managed to safely get through. Let's hurry and chase it down.
<<CUTSCENE: After reaching the 2nd spiked piston corridor.>>
Lumia: Again it's a trap like the one earlier. Please use the remote control to get the research machine through like before.
<<CUTSCENE: After reaching the final Research Point.>>
Lumia: This is the last research point. Although there were a bunch of them, this should somehow be the end of it.
Nagisa: What the heck's… going on here?
Lumia: What's happening to the research machine…! … **<RUMBLING>** … The Photon Levels in this area are rising sharply! If they keep rising at the rate they are now, then the research machine… **<EXPLOSION>** … Kyaa!!
Hyuga: Lumia!! Are you alright?!
Lumia: Yeah… I'm alright. But the research machine's…
Hyuga: It's alright, it seems that the data's undamaged. But what the heck is this?
Lumia: Something is making the Photon Levels in this area increase rapidly. The research machine couldn't handle it.
Hyuga: Hmm… It seems like there's something up ahead.
Nagisa: Ah… It's up… ahead.
Lumia: ?
Hyuga: I see… The cause behind all these abnormalities just might be up ahead. Well, we won't know for sure unless we go back there and check it out ourselves, right?

Wynarl: …Nagisa.
Nagisa: Yeah, I know… Be careful, everyone. There's something waiting up ahead.
Hyuga: …How do you figure something like that?
Nagisa: Call it a sixth sense.
Hyuga: You don't say… I too feel as if there's something up ahead. Do you suppose this is a coincidence?
Nagisa: It's a coincidence.
Hyuga: Do you suppose it's related to the fact that you and I are Dumans…
Nagisa: No.
Lumia: What're Hyuga and Nagisa talking about? They said something's up ahead?
Hyuga: No... What should I call it? I'm getting the sense that whatever it is, it's very malicious... Not to mention, huge, too.
Nagisa: Everyone, it's coming! Be careful!! ***<Nagisa readies her blade>***

BOSS BATTLE WITH DYLA BRAVACE

Lumia: This Species has mutated too now...? Up until now we had no reports of large creatures like this mutating...
Hyuga: It might've changed just now. That's really a terrifying thing if the mutations are happening at that speed.
Lumia: Huh? Where's Nagisa...? She was here just a little while ago...
Hyuga: ...I know now! ***<Hyuga runs off in pursuit of Nagisa.>***

Lumia: Ah, wait a minute, Hyuga!! ***<Lumia follows behind Hyuga.>***
Nagisa: …I've found it. The 106th Fragment…
Hyuga: ***<Hyuga catches up to Nagisa>*** Do you think you're going to just take it and walk away this time?
Nagisa: !?
Hyuga: Because you were working with **<PLAYER>** I wouldn't have bothered guessing that you were up to no good. But, I've had this weird feeling that I can't leave alone. I've been getting weird vibes from both the mutant we fought a little while ago, and from somewhere inside you I've been getting weird feelings too. Just *what* is it that you're planning on doing?
Wynarl: …Did he actually sense Dark Falz? Although not impossible, he shouldn't have been able to sense it unless he had been focusing really hard.
Hyuga: The other day, G.R.M. Corp's Research Facilities were broken into. I'm going to have to ask you some questions about that day. And you're not getting away this time!
Nagisa: …!? Damn it! I was sure my performance had gone off flawlessly!
Hyuga: Did you really think you could fool me like that!? Well, perhaps it would've been better had I been fooled... But the way things are now, I can't let it go. **<PLAYER>**, why are you cooperating with this young lady now? Or were the two of you always cooperating from the very start of all this...?

⇨ そうだ : That's right.
そうじゃない : That's not right.

Nagisa: …Wha… What a dumb thing to say! I'm in this by myself! **<PLAYER>** has nothing to do with it!
Hyuga: And yet, now **<PLAYER>** is standing up and taking your side against me… If word gets out that you're working with a client like this, you know *Little Wing*'s trust will plummet, right?
Nagisa: …**<PLAYER>** has nothing to do with it. I'll keep saying it until you get it through your head.
Hyuga: One cannot understand without knowing the situation. I'm in a position where I can't just comprehend through a vague sense or belief alone. I understand it's not like you two are doing anything bad. Even so, people judge by actions and appearance. So for that sake, I'm asking you to "Please explain it to me".
Nagisa: …

⇨ ヒューガに事情を説明する : *Explain the situation to Hyuga.*
ナギサに任せる : *Leave it to Nagisa.*

Nagisa: **<PLAYER>**, wait! Please… wait. I'll explain everything. *<Nagisa then decides to lay out all the details>* The fragment from before, and the fragment that's here now... These fragments are spread out all over the Gurhal system. If I leave them alone, then the Gurhal system will be completely enveloped in darkness. I've been continually going around collecting these shards. ...Save for a few that still remain, I've collected all of them. If I were to finish collecting them all, then Gurhal would once again become peaceful. Yes, I know I sometimes get a little aggressive when I'm trying to retrieve the fragments, but that's only because they're very dangerous if someone leaves them alone. But, there are still a few more and it'll be finished... So... So... I want you to please believe me. ...That's all I have to say.

Hyuga: I see... That doesn't sound like a very convincing story to me.
Nagisa: …
Hyuga: …Well. ***<Hyuga places a call back to G.R.M. Headquarters>*** Yes, it's me... It's about the intrusion into the facility from the

other day. Um, I made a mistake. Forgive me. ...Yeah. Can you please deal with the details about the incident? ...Yes. ...Yes. ...That's right. You don't know what I mean? Then I'll say it again. There wasn't any intruder. It's over and done with. *<Hyuga hangs up>*

Hyuga: ***<Hyuga smiles warmly at Nagisa.>*** The details regarding what happened the other day are gone now.

Nagisa: …Huh?

Hyuga: I believe you. As unconvincing as your little story from earlier sounded, regardless I still "feel" it to be true. When I "feel" something like that, you don't need words to get me to believe something's convincing or factual. Morever, it's often quite dangerous around here. So long as **<PLAYER>** is with you, will you be alright?

Nagisa: …

Hyuga: …Well, since you all don't need a guide through here anymore, I'm going back home.

Lumia: ***<Lumia—completely out of breath—finally catches up.>*** Ha… Ha… Hyuga, I finally caught up! Please don't just up and run off like that!

Hyuga: Hey, Lumia. My apologies. Even though I feel bad about getting you to run up here so quickly, the mission's over. Let's go back home.

Lumia: Huh? But… What about **<PLAYER>** and Nagisa…?

Hyuga: The two of them have been called back by Emilia to bring the research data back home. Come, Lumia, let's not get in the way of the research.

Lumia: Huh? What do you mean? I didn't hear anything like that from Emilia. Wa, wait, Hyuga…!

Hyuga: Well, you two, thank you very much.

You Obtain Hyuga Ryght and Lumia Waber's Partner Cards.

Nagisa: ***<Nagisa walks up.>*** … Uh… Um.

Hyuga: Yes? What is it?

Nagisa: …Ah… Umm…

Wynarl: Nagisa. In times like these, wouldn't it be best if you bowed your head and said "Thank you very much"?

Nagisa: Thank you… very much.

Hyuga: Don't mention it. That smile of your's is enough payment for me. ***<Hyuga then walks away nonchalantly.>***

Wynarl: HEH! That guy is so smug!! I'm greatful toward him, but I don't like him. … Huh? What's wrong, Nagisa?

Nagisa: **<PLAYER>** … Wynarl… What's wrong with me… I can't stop grinning… Have I come down with an illness?

深刻な病気だ : It's a serious illness.
⇨ 病気じゃない : It's not an illness.

Wynarl: You're alright, Nagisa. That's an ordinary reaction for Humans to experience. It's called "Joy".

Nagisa: …"Joy"? It's normal for ordinary people to experience this? This… sensation that I'm feeling right now is normal? This is… great.

Wynarl: When people put their confidence in you, you'll become happy. At least that's what I say, Nagisa.

Nagisa: …Ah, I see. If that's the case, then I'll do my best to meet those expectations.

Wynarl: That's right. Well then, let's start collecting this fragment.

Nagisa: Yeah! *<Nagisa says with her face beaming. To which point, she then absorbs the fragment.>*

UNIVERSE 2: END

<Due to touching the fragment, Nagisa then evidently faints and has a flashback.>

Wynarl: …Ahh, hey, young lady? I didn't think that there'd be any people who'd come to a place like this.

Nagisa: …Who's there?

Wynarl: AH, WAIT, STOP WAVING IT AROUND! LOOK, THAT THING YOU'RE HOLDING IN YOUR HAND!! THERE, THERE! I'M INSIDE THAT THING!!

Nagisa: ***<Nagisa looks down at the Red Tablet in her hand>*** …A person inside a small thing like this? This is the first time I've seen such a thing.

Wynarl: I think it's normal to be surprised by this... And for the record, I should let you know that I'm no ordinary person.

Nagisa: Is that so?

Wynarl: Look, don't you see that I'm quite different from ordinary people?

Nagisa: In all modesty, I've only seen a few ordinary people before.

Wynarl: You certainly *are* modest, aren't you? Then again, you don't *seem* to be an ordinary person.

Nagisa: That's because I'm… not ordinary either.

Wynarl: ...Hmm. Have you been through some tough times? What's wrong? How about having a little talk with me about it?

Nagisa: Please don't... Even if I talk about it, you wouldn't understand, and besides...

Wynarl: …and besides?

Nagisa: …..I'll just end up forgetting about you. No matter how important the thing, or how important the people, I eventually end up forgetting about them... I ***feel*** like I had people important to me. But I forgot them. I ***feel*** like I had important things in my life. But, I eventually forgot those too. Remembering even one... even just one thing is hard. ...What's the use in talking with some who'll just end up forgetting everything soon after? So, I don't want to talk about it.

Wynarl: …You end up forgetting, huh…? If that's the case, then how about if I do this? ***<A brilliant flash of light fills the room>***

Nagisa: …Wha, what're you…?!

Wynarl: Alright, young lady. Can you see me now? From here on out, you and I are gonna share the same body. ***<Wynarl places his hands on Nagisa's shoulders, attempting to comfort her.>***

Nagisa: …Grr! What did you do to me?! ***<Nagisa brandishes her blade>***

Wynarl: …WHA-***WHAAT!*** WAIT, WAIT!! I just transferred my consciousness into your body is all! I didn't take control of you or anything, because I don't have that kind of power! ...Please don't be furious with me. I just wanted to add myself to your strength for a little bit.

Nagisa: My strength?

Wynarl: Yeah. The things that you will forget about, I'll remember them. The things you've forgotten about, I'll tell them to you. So, you musn't give up, alright? You guys have gotta be happy, otherwise it means that we [Ancients] perished for nothing.

Nagisa: …What is it that you're talking about?

Wynarl: I was preaching to you. The name's Wynarl. Young lady, what name is it that you go by?

Nagisa: …Nagisa.

Wynarl: Well then, Nagisa. I want you to listen up! No matter how long your story was up until now, it's alright, because I won't forget! Anything that happens to you, I *ABSOLUTELY* won't forget! And also you can't forget anything about me either.

Nagisa: …

Wynarl: ...Ah, Nagisa? Please don't make that kind of face; you look like you're about to cry. I haven't done anything bad to you, have I?

Nagisa: Shut up…

<Nagisa's flashback from when she first met Wynarl then fades as she slowly begins to awaken in your room.>

Nagisa: …Mm…

Wynarl: ...Hey, Nagisa. Good morning. Do you know where we are?
Nagisa: …Wynarl. You're bad.
Wynarl: Huh?
Nagisa: Shut up. You *ARE* bad.
Wynarl: ...Are you *really* alright, Nagisa? Would it be best if you went back to sleep?
Nagisa: This is **<PLAYER>**'s room. We can't go and get into too much trouble here.
Wynarl: ... I get them to carry you back here and let you sleep as long as you wanted until just now, then you go and say something like that... Anyway, about our next destination... How 'bout it, Nagisa, do you know where it is?
Nagisa: I have no idea whatsoever. But I would love even so much as a small hint as to where.
Wynarl: ***<Sarcasm>*** Oh, you're *SO* confident...! Hm, I wonder if it has something to do with the fact that immediately after you collected that last fragment, there are only a small number of them left...? How about you, **<PLAYER>**? Wasn't that information we gathered going to somebody? I wonder if we can get something off of that mutation information.

⇨ クラウチに聞いてみよう: Let's try asking Crouch.
心当たりはない : I have no clue whatsoever.

Nagisa: Crouch? …Who is that?
Wynarl: ...No, Nagisa. You met him the first time you came here.
Nagisa: I did? I got it. ***<Nagisa walks off.>***
Wynarl: Ah, wait, wait a sec! Nagisa, where the heck are you going?!
Nagisa: I'm going to where this "Crouch" person is. See, if I don't hurry, he's going to get away! *<Nagisa continues on.>*
Wynarl: She said "Before he gets away…" Just what is that girl talking about?
<At the Little Wing Office>
Nagisa: …Are you Crouch?
Crouch: …Ye, yeah? Ain'tcha the one who made the client request from earlier?
Nagisa: Regarding the mutated lifeforms. I want you to disclose the information with me. Nothing bad will happen.
Crouch: "Nothin' bad"…? What the heck're ya talkin'—
Nagisa: ***<Nagisa quickly unsheathes her blade and presses it to Crouch's throat.>*** …I won't say it twice.

Crouch: Uuuuuugh! The… The heck is *this* crap alluva sudden?!
Nagisa: Don't move. If you give me the information I'm after then I'll put my sword away without hurting you.
Crouch: You… You little—!! If ya dare to pull some crap like that, then everyone in *Little Wing*'s gonna be on yer ass!
Wynarl: ...Ahh, *now* I see! *That's* what she meant a little while ago when she said "before he gets away". Ha… …HEY, BIG DUMMY! YOU THERE, THREATENING OTHER PEOPLE WITH YOUR SWORD ONE-HANDED! WHAT ARE YOU LOOKING AROUND RELENTLESSLY FOR?! DON'T YOU NOTICE THE LOOK ON HIS FACE SAYING "THERE'S A DANGEROUS PERSON HERE"?! IT'S YOU, NAGISA! THE WALKING, TALKING DANGER IS YOU!!
Nagisa: …Wynarl, why should I stop? I learned that getting the information I want will be a very smooth process if I do it this way.
Wynarl: It's *those* kinds of memories that should be the ***first and foremost*** thing you forget about! Now put away your sword and apologize to the man!!

⇨ クラウチに謝る : *Apologize to Crouch.*
ナギサを怒る : *Scold Nagisa.*

Nagisa: ***<Nagisa crosses her arms, fuming>*** …Hmph!
Crouch: What'n the heck's wrong with this girl?! The first time I've seen anybody who's even *MORE* rude than Emilia!
Wynarl: Hey, Nagisa! Deeply bow right now and say "I sincerely apologize for what I just did"!
Nagisa: …Umm… "I sincerely… apologize for what I just did." …Is that good?
Crouch: ***<Sarcastically>*** Hooo... That was a pretty good monotone-sounding apology of your's. I'll bet that took some guts, eh?
Nagisa: ***<Whispering>*** Hey, Wynarl. I offended him somehow. You lied to me again, didn't you?
Wynarl: WRONG! It's that your apology wasn't anywhere near heartfelt-sounding!
Crouch: And she's talkin' to herself too... she's remindin' me of how Emilia was a long while back. ...Heh. Wonder why she wants that data on the Mutants, as if I'm close friends with someone as outrageous as her!
Nagisa: Right, now about that information…
Crouch: You a dumbass?! Like I'd pass that info to a dangerous sum'bitch like you!
Nagisa: ……
Crouch: For the most part, what the heck ya think you're gonna find in that data and use it for! Regardless, first off tell me what ya wanna do with it, tell me your plan!
Nagisa: That data's… absolutely vital. Because it concerns all of Gurhal.
Crouch: Hey, hold the phone a sec. You said "all of Gurhal"? …And what evidence ya got to back that up?
Nagisa: …It's there I assure you, but I can't really show it to you, can I? So, that evidence may as well not even exist.
Crouch: …Like that one time, this sort of thing happened too. Hey, **<PLAYER>**, you think this girl might be the same as Emilia?

⇨ 黙って頷 : Silently nod.
無言を貫く : Break the silence.

Crouch: So it's like that... Then you've definitely run into a very troubled partner. ...I understand. You wanted to know 'bout that info on the mutants, yeah? Tell ya what; I don't know whether or not it's there, but I'll look into it for ya. How's that sound?
Nagisa: Really!?
Crouch: I'm an adult, so I ain't gonna lie to ya. Whenever I find that info, I'll get in touch with ya. Until then, go kill some time.
Nagisa: Got it!
Crouch: ...Do ya *REALLY* understand what I mean? Oh well! Even if ya do or ya don't, go anyway. I can't work on it while you're watchin' me.
Nagisa: Um… I sincerely apologize for what I did earlier.
Crouch: …Heh, what's this? Ya don't have to go and apologize now. If you're goin' and doin' that, then you're a hundred times more tolerable than Emilia is.
Wynarl: Alright, Nagisa! Now everyone's feeling fine. In spite of the fact that I thought your initial behavior was very typical of you, I thought the outcome of it was A-Okay. ... I don't know if anyone else learned about what you just did, but seriously don't threaten anyone else like that.
Nagisa: Understood. I won't do it again. And **<PLAYER>**, please forgive me. I was being a nuisance again.

⇨ 気にしないで : Don't worry about it.
猛省しなさい : You need to do some serious soul-searching.

Nagisa: **<PLAYER>**, you're really kind. How much longer will you do this favor for me on such short notice?
Wynarl: … Well, not that it's like paying back, but why not help out with **<PLAYER>**'s job? The investigation may take some time, but who knows, maybe we'll find another fragment while we're out there.
Nagisa: That's a good idea. And since I can return the favor, and search for a fragment simultaneously, that's like… umm… uhh…

Wynarl: It's like "killing two birds with one stone", isn't it?
Nagisa: Yes. "Killing two birds with one stone". Well, **<PLAYER>**, let's go "kill two birds with one stone"!
Wynarl: Phew, she's energetic all of a sudden. I don't know why she's so glad, but at least she seems to be having a good time.

> **<PLAYER>** is now free to move about CLAD 6. Two new free missions have become available.
>
> 水底に響く鋼音 : Seabed Vibrations
> 烈風渦巻く討伐戦 : War of the Winds
>
> To advance the story, you must complete any one Free Mission. However, be sure to talk to Nagisa in the Café first for the next piece of dialogue.

Wynarl: Regardless, Hyuga, was it? He must've only recently mutated, but he's mastered using Dumans' powers quite well, hasn't he?
Nagisa: Yeah, it would seem so. He's had some talent from the start, but hasn't he greatly accepted becoming a Duman? Change through acceptance alone, hmm? Isn't that it? Before you do or start anything, isn't it self-determination that you need first? A strong will and resolve beat out any forged weapon any day. If you fear your own power, then there's nothing you can do.
Wynarl: Say, Nagisa, weren't you surprised when you first became part of a unique racial group?
Nagisa: Since meeting you, nothing like that has happened.
Wynarl: Of course, it was before we met... Speaking of which, around when *DID* you become a Duman? When we met, you were already that way, weren't you?
Nagisa: From the beginning.
Wynarl: Eh? But Dumans started popping up about three years ago…
Nagisa: Oh yeah. But I was always like this.
Wynarl: Uh, how do you figure that? Even though I'm your exclusive language interpreter, even I have a hard time understanding all of this...
Nagisa: As strange as it sounds, there's no other way to explain it. I'm too familiar with things being like this. So I know I'm right.
Wynarl: So long as you're feeling pretty confident about it, do you remember little things from back when you were born, or the time when you were a little girl...
Nagisa: Nope! I don't remember that even in the slightest!
Wynarl: ***<Exasperated sigh>*** …You don't say…!

Complete any one Free Mission to advance the story.

3rd Universe

ただひとつの命を

"Merely but One Life"
[More valuable than life]

Crouch: Yo! Great, you're back. I finished lookin' through most of my stuff. Sorry for rushin' ya, but come to my office.
<The group quickly rushes for the Little Wing Office.>
Nagisa: I heard you found the information!!
Crouch: I ain't never said that! Cool yer jets! Let's talk about it first. Ain't no need to whip out that sword of yours. The only mutation-related client requests came from the Guardians from earlier. There wasn't anything else nearby.

Nagisa: …I see.
Crouch: Hey, hey! I ain't finished talkin' yet. Even though there wasn't any data, I *DID* find a hint though! ... But since I couldn't make heads or tails of the report, it'd be better to hear from the original person rather than me.
Nagisa: The original person?
Crouch: Yeah! I think he should be marchin' on up through the door any second now.
Yut: Crouch! I'm here!
Crouch: …Yo! You sure got here quick, fast, and in a hurry, eh, Yut? You feelin' great?
Yut: I'm already feeling great now! But I'll be even *MORE* great soon! Pudding! Where's the pudding! Is there a REALLY big one?
Crouch: Ye... yeah, it's here. They said there's one they made 'specially for you. And while you're gobblin' it up, why don't you tell them about the training grouds you mentioned when you so incoherently contacted me.
Yut: Yeah! After I eat Pudding! ***<Yut runs off for the Café>***
Crouch: A'ight then, do it afterwards.
Nagisa: … Just one moment. Who is this child?
Crouch: It's the "informant" that you seemingly wanted. Look here, just go on down to the Café and follow him.
Wynarl: …Hmm, that kid from just now… Does he *REALLY* know anything about what's going on…?
Nagisa: …Wynarl, **<PLAYER>**.
Wynarl: Hm? What's up, Nagisa? You have a very mysterious look on your face.
Nagisa: …What is "pudding"?
Wynarl: Are you serious!?

You are free to walk about CLAD 6. To advance the story, go to the Café.

Yut: *BUWAAH!* So yummy!! It's been a very long time since I've eaten the whole thing like this!
Wynarl: …That was a lot to eat. I wonder why you're not tired from eating so heavily like that.
Yut: Emilia's told me before, "When it comes to dessert, you have a bottomless stomach!" (***betsubara*** [Japanese idiom meaning someone has a secondary stomach to put away even more food—like dessert—after a huge meal). Hm? Hey, pretty lady. If you're not gonna eat that pudding, can I have it?
Nagisa: Ah, no, it isn't like that. …Do you really call *this* "food"?
Yut: Yeah! It's *very* yummy!
Nagisa: I see. "Very yummy" you said? ..Hm. ***<Nagisa decides to give the pudding a taste.>*** …!! …Yummy!
Wynarl: Nagisa... Nagisa? No one's gonna take it from you, so you don't have to wolf it down. ...What's the use? She's not listening. It must be that good, huh?
Yut: …It IS yummy! Out of all yummy things I've eaten up until now, this one is the YUMMIEST!
Wynarl: Ah, you don't say? … Wait a minute? Yut? Did you just speak to me just now?
Yut: Speaking of which, who are you, mister? **<PLAYER>** is there. And that lady over there is Nagisa. But who're you?
Wynarl: ***<Wynarl then takes a step behind* <PLAYER>*.>***
Yut: Mister, what's wrong? Why did you hide behind **<PLAYER>**?
Wynarl: So… It looks like you can see me no matter where I move. Did Mika form some kind of bond with you?
Yut: Ah, you know Mika! That's why you look like that.
Wynarl: Well, I guess there's no harm in this. The name's Wynarl, nice to meet ya. Why don't you tell us about those "Training Grounds" of yours already.....
Yut: Hmm? Ohhh, Yeah! That thing I consulted Emilia about earlier! Lately, every time I go to my training grounds, I've been

getting this bad feeling that gives me the creeps! From around the same time, so many ghoulish monsters I've never seen have been showing up, too! What the heck are they!
Wynarl: A "feeling that gave you the creeps"… And "ghoulish monsters you'd never seen before"…? Could this be our hint?
Nagisa: Um… Excuse me. Can I say something?
Wynarl: Yes, what's up Nagisa? You got a question?
Nagisa: Can I have another helping of this… "Pudding" stuff?
Wynarl: ***<Frustrated at Nagisa for foiling his plans to get information out of Yut>*** YOU'VE JUST BEEN CONCENTRATING ON EATING THIS WHOLE TIME?! THAT'S why you were so quiet!
Yut: Me too! I want one more helping too!
Wynarl: Eating is alright with me, Yut. But after you're through eating, I'd like you to guide us to the place, ok?
Yut: Got it, I'll guide you! After I get more pudding!
Wynarl: Alrighty then, it's a deal then. Ah... Well then **<PLAYER>**, we'll go in a bit, OK?
Nagisa: **<PLAYER>**, please get some more pudding.
Yut: Hurry! Get some more, get some more!!

Before heading to Moatoob with Yut, go to the Café for a cutscene with Nagisa & Wynarl. Afterwards, go to the next Mission.

Nagisa: *Little Wing* really does have all sorts of things, doesn't it? Not just shops, but Rest Stops like this one...
Wynarl: This isn't a "Rest Stop". It's a Café, Nagisa. A Café. Why is it that I—being an Ancient—am more well-informed about common knowledge around here? Normally, it should be the other way around.
Nagisa: Is there something you gain from having common knowledge?
Wynarl: Well yeah, at least you wouldn't suddenly attack others, right?
Nagisa: *<She fumes and crosses her arms>* Hmph. I can't stand how you go on about things that happened a long time ago.
Wynarl: ***<Frustrated>*** No, it wasn't long ago at all! You did it just a while ago! Haa... Nevertheless, since you've seen so much now, haven't you gained interest in anything other than combat?
Nagisa: Interests?
Wynarl: For example, "those clothes are pretty", or "these accessories are so cute!"
Nagisa: Yeah... I had clothes that exposed me an awful lot, but in times of emergency, those can be very dangerous. As for accessories... If you wear those things, wouldn't light reflect off them and give my position away to the enemy?
Wynarl: ***<Exasperated Sigh>***… I understand well now that I'm an idiot for asking you, Nagisa. Getting all dressed up is a special privilege that women have. ...At any rate, maybe it would be best to have that lady give you some tips, my dear Nagisa.

STORY MODE: CHAPTER 3, ACT 1 ➔

Nagisa: There's no sign of it in this area. Yut, is your special training grounds further up ahead?
Yut: Yup. That's right, but… Something's wrong. I'm getting a bad feeling. Something was there but wasn't. Something's closeby but isn't...
Wynarl: So, since we're going up ahead anyway, why don't we check out what it is when we reach wherever we're going?
Nagisa: …Right. Well then, Yut. Lead the way.
Yut: Oh. Yeah, I got it.

CHAPTER 3, ACT 1 - MISSION PARAMETERS:

In this mission, you must follow Yut as he takes you to the training grounds which he said that he felt he was getting the creeps. What could it be? You must follow Yut through the wilds of the Crodog Rainforest. Ducking and dodging every perilous trap and frightening monster that comes your way. There's only one problem though. Yut is running ahead way too fast to the Training Grounds, making it difficult for you to keep up with him. You must defeat the enemies and solve puzzles in each area quickly in order to catch up to Yut and not lose sight of him. If you do, it'll be that much harder to reach the Training Grounds. To gain an **S-Rank Grade**, you must **quickly keep up the pace in following Yut without lagging too far behind. The further behind you are, the lower your grade will be**. Some specific areas will involve you dodge-rolling over electric fences, clearing enemies before you're flattened by a steam roller, and in later areas, **attacking mine carts in order to push them on top of switches**. Being quick about clearing the area will help you get the high score you're after. It should be noted that on the right side of the screen, you should see a meter resembling this:

ユートとの距離 [***Distance from Yut***]

■・・・・・・・

・■・・・・・・

順調に追跡中だ [***Tracking him fairly well***]

This is to track the distance between yourself and Yut. With you being the red, and Yut being the yellow. You may use this as a measurement to determine how far you're lagging behind. Every now and again, an indication will pop up on the screen to give you another hint which reads 次のエリアにユートが到着した [***Yut arrived at the next area.***], which is obviously your cue to hurry and pursue him. It should be noted however that on the meter displayed above, you will ***never*** exceed Yut. You just won't, because you're deliberately supposed to be following him. To get the S-Rank, you just have to be 1 block behind him at all times, as in the meter displayed above. At some point, you will also see the message 侵入者を発見　迎撃用装置を作動します [***INTRUDER DETECTED. OPERATING INTERCEPTION APPARATUS NOW***]. When you see that message, you will know that there's an electric steamroller trap following behind you. That's your cue to move it. Reach the end as quickly, and then after a cutscene you will have a boss battle with De Rol Le. Then this act will be over.

IN-GAME DIALOGUE:

<<At the start of the mission.>>

Nagisa: Yut, how long will it take to reach the training grounds from here, would you say?

Yut: It takes about 20 minutes to reach the training grounds from here!

<<CUTSCENE: ***After clearing the first section, a quick chat on the bridge followed by a cutscene.>>***

Yut: The training grounds are just up ahead! This neck of the woods has always been strange. So be careful!

Nagisa: Strange… you said?

Yut: Umm… Yeah, it's strange!

Nagisa: Hmm… Even though I don't quite know what's going on… Let's just try to keep going for the time being.

Nagisa: Yut, is the road this way?

Yut: ……

Nagisa: What's wrong, Yut? Do I have something on my face?

Yut: Hmm… It's nothing. Nothing at all! Don't worry about it.

Nagisa: Alright. I'll pay it no mind then. But, if you sense something "off" about me, please tell me immediately. <*She walks off*>

Yut: **<PLAYER>**… What's up with that lady? While she's fighting, I get a ***very*** creepy feeling from her. And when she stops fighting, I almost immediately feel at ease again. This is the first time I've seen a person like that.

IN-GAME DIALOGUE:

<<After the previous cutscene.>>

Yut: C'mon, you two! Move those feet; let's go! <*Yut runs ahead without waiting for you and Nagisa.*>

Nagisa: Just—just wait a moment! We don't know the way to the training grounds. **<PLAYER>**, if we lose sight of Yut from here then there's no way we'll reach the training grounds through this thick jungle. Let's follow him.

<<As soon as you reach Block 3.>>

侵入者を発見　迎撃用装置を作動します [***INTRUDER DETECTED. OPERATING INTERCEPTION APPARATUS NOW***].

Nagisa: Why are there traps like this in this area… Wha, what in the world is ***that***!? <*Nagisa turns her head to notice the giant electric steamroller behind you.*> Let's get out of here before we're caught!!

<<After using the teleporter at the end of the electric steamroller gauntlet.>>

Nagisa: I wonder what was up with that machine a little while ago. Are there traps here too? Ack! ...We're trapped? Let's hurry and escape!

<<After reaching Block 4, going through 2 teleporters, and approaching the 3rd teleporter.>>

Yut: You two slowpokes kept me waiting!

Nagisa: Yut, pardon me, but can't you please guide us a bit slower?

Yut: But aren't we going the slow way already? Alright, let's get moving!

Nagisa: Eh?! …Ah, can't you just wait one second!?

Nagisa: …Is that good enough?

Yut: You sure are strong, Miss.

Nagisa: Is that so? Well, I'm glad to hear such a nice compliment.

Yut: …But something about your strength is scary.

Nagisa: A frightening strength?

Wynarl: Well, certainly Nagisa. Since you're going around recklessly stabbing everything, and throwing yourself into a violent rage, it'd be a frightening sight for anyone who watches, now wouldn't it?

Nagisa: Wynarl, shut up. Don't worry. I'm not scary.

Yut: …Hey, lady. Do you know what the phrase "Feeling death's touch makes you stronger" means?

Nagisa: Hmm… Those words have a very deep meaning… When you face death, knowing how precious life is, then your will to live gets stronger. Is that what it means?

⇨ その通りだ : You're right.
ちょっと違う : You're somewhat wrong.

Nagisa: Oh? I was right? I did exceptionally well for my understanding, didn't I? ***<Nagisa smiles>***

Yut: …Say, Miss. Is it OK if I ask one more thing?

Nagisa: Sure, ask anything you want! I've been having fun holding conversations lately.

Yut: …Miss, is dying scary?

Nagisa: I've never died before, so I wouldn't know… But if you ask me, there isn't much of a difference between being afraid and not being afraid.

Yut: …I see.

Nagisa: Is that all you wanted to talk about? If so, then let's push on… <*Nagisa walks off*>

Yut: Hey, **<PLAYER>**. That lady's… dangerous.

昔のユートみたいだからな : Seems to be just like how you were back in the day, Yut.
⇨ そんなことない : It's nothing like that.

Yut: No, it *IS* something like that!! At least back then I wanted to get strong and I fought to shake off the fear of death. But, this lady's different... She's empty. Hollow inside. Even in the face of death, no matter how terrifying it is, she shows no fear. ...She's OK with dying. Up until a while ago she seemed like another person. She feels very cold emotionally, and what's more ...There's ***another*** strange feeling that I sense in the air now. Hey, **<PLAYER>**. What's that lady planning on doing?

IN-GAME DIALOGUE:

<<After the cutscene.>>

Yut: Up ahead, things are even stranger than the place we just came from. So we really gotta hustle!

Nagisa: "Even stranger than the last place" he said… Anyway, let's follow Yut.

<<After the previous dialogue.>>

Nagisa: What is this thing? …If we strike it, the impact should move it, I think.

Nagisa: If we strike this one, the impact should move this one too, like before.

<<After clearing the 3rd section in Block 6 and picking up the key.>>

Yut: We made it! From here, it's just a bit further!

Yut: ……

Nagisa: …… I have a question for you two. Why is it that Yut can't seem to take his eyes off me?

Wynarl: It would seem it's because that kid has a sharp intuition. But Nagisa, you haven't done anything suspicious, have you?

Nagisa: I've been trying to act normal as best I can, but… What do you think it is, **<PLAYER>**?

⇨ 冷たい感じがするらしい : You come off as cold-hearted.
ヘンな感じがするらしい : You come off as acting weird.

Nagisa: Cold-hearted? But while I was moving around, I felt like my body was getting warmed up.

Wynarl: Uh, when they say "cold-hearted", it isn't talking about body temperature. Rather I think it has to do with your substance as a person. Really, Nagisa, with you it's easy to suspect things, and be vulnerable to misunderstandings. You're a horrible speaker and have little common sense, so it stands to reason, I suppose.

Nagisa: ...I apologize. That's why up until now I've been working on my own so that I wouldn't be subject to any misunderstandings. If I had been working alone, I wouldn't have misunderstood anything. Therefore, you were wrong for getting me to cooperate with **<PLAYER>**, Wynarl.

Wynarl: So the source goes all the way back to that... But, if that never happened, would you have been able to meet **<PLAYER>**?

Nagisa: ...Uh…Well that's… No, not likely.

Wynarl: Oh, such rare honesty! What a shocking reaction from you, Nagisa. Well then, Nagisa, let's try thinking about it for a second. When you had misunderstandings with folks like **<PLAYER>** and Emilia, what did you do to solve it? That, and why not just talk with that Yut kid about what you should do?

Nagisa: The things that I did? …I see. The things I did. ***<Nagisa walks up to Yut>*** ... Yut, can I have a moment of your time? I have a proposal I'd like to make.

Yut: ……What is it?

Nagisa: I don't think there's any other way I can warn you, but…

Yut: Lady, please be quiet a moment. Something's here!

Nagisa: Eh, wha…!? …An enemy!?

BOSS BATTLE WITH DE ROL LE

Nagisa: Sorry about that, Yut. I was distracted by the surroundings.
Yut: Oh, don't sweat it! Before that monster came, wasn't there something you wanted to talk to me about, lady?
Nagisa: Ah, Umm… About that… Would you… Please have a fight with me!?
Yut: …?
Wynarl: WA, WAIT! WAIT! JUST WAIT ONE DAMN MINUTE! DID YOU REALLY JUST SAY WHAT I THINK YOU SAID, NAGISA!? WHY'RE YOU TRYING TO SELL A FIGHT ALLUVA SUDDEN!?
Nagisa: W, well why not!? I crossed swords with **<PLAYER>** and Emilia at least once before speaking with them! In other words, if I fight with someone once, they'll surely understand me...
Wynarl: MORON!! NAGISA, YOU'RE A MORON!! THERE'S NO NEED AT ALL TO CROSS SWORDS! WHY DON'T YOU TALK NORMALLY FOR A CHANGE!?
Nagisa: Sh, shut up! Weren't ***you*** the one telling me to handle this the same way I did with Emilia and everyone else?! So I was just trying to show it through action!
Wynarl: AND SO YOU JUST SAID "WOULD YOU PLEASE FIGHT ME"!? WOW! YOUR MISUNDERSTANDINGS JUST KEEP PILING UP!
Yut: *Miss Under Standing?* What's that?
Wynarl: ***<Sigh>*** … Well, it looked like you were eyeballing Nagisa for the longest time, so she thought that there was some kind of misunderstanding.
Yut: I wasn't suspicious of anything at all about her. All I felt was that she looked "Dangerous".
Nagisa: …Dangerous?
Yut: …Lady, you look at your own life like it's unimportant.
Nagisa: …Wha!? It's nothing like that!
Yut: You shouldn't just accept dying! And you shouldn't just give up on living, either! No matter what happens, if you want to live, then the road ahead will be clear, and you'll find happiness. …So, don't just up and give up on living.
Nagisa: …I'll keep that in mind.
Yut: Yeah! Well then, let's go! My training grounds are just up ahead! ***<Everyone walks off>***
Wynarl: Whaddya know. He doesn't seem like he thinks a lot, but that kid can probably see through everything.
Nagisa: …Hey, Wynarl. What was I told just now?
Wynarl: …You don't remember, Nagisa? He was preaching to you.

Before moving on to Act 2, as an option you can return to CLAD 6 for two cutscenes with Yut and Vasque.

Yut: It sure has been a long time since I've been with *Little Wing*! But, it feels kind of lonely now. I heard that Emilia isn't here, but… Where are Tonnio and Liina?

⇨ もうすぐ子供が生まれるんだ : They're having a baby soon.
リトルウィングを辞めたんだ : They quit *Little Wing*.

Yut: Oh yeah! Speaking of which...! So, are they planning a festival? Or are they gonna do a festival when the baby's born? In my village, when a baby's born everyone makes such a big fuss that they forget about the baby crying! I was told that when I was born, there was a baby born in another house as well, so it was a really big deal! So, the baby's gonna be born soon? And it's OK for everyone to be so calm like this? You guys don't do that kind of thing? Nobody starts a big fuss? ...Why? It's a time of happiness, so shouldn't everyone be smiling, and giving their blessings and gifts? ...Things sure are a bit weird outside the village.

Vasque: Hmm… So you must be Yut of the Kasch Tribe? Up until now, I have not spoken with you personally. I am Vasque. A pleasure to meet you.
Yut: Yeah! I heard about you from **<PLAYER>**! Nice to meet ya!
Vasque: …Uh, forgive me for being so sudden, but I was wondering if I could get you to tell me various things about the Kasch Tribe?
Yut: Various things? Like what?
Vasque: That is to say... The way you live in harmony with nature and your hunting tactics. Or even things like food dishes that the Kasch Tribe typically prepares. It's a bit much to ask, but I'd like you to show me your daily life. How you eat your dishes, or even how you hunt. I want to stay with you and experience it all.
Yut: …Eh, that sounds very tiresome. I don't like doing tiresome stuff.
Vasque: Ah, no no! Of course I won't trouble you so much! Just show me while I'm with you.
Yut: You said "show you", what I'm about to go and eat? Why, if that's what you wanted, then that's easy! C'mon, let's go to the Café! ***<Yut grabs Vasque by the arm.>***
Vasque: Café…? Wai, wait a second there, Yut! What the heck are you going to eat at the Café?
Yut: I'm gonna go to the Café so I can eat pudding! Pudding is so yummy! You know about pudding?
Vasque: N, no, it's not that! I know about pudding, but… Wait, *WAIT, STOP PULLING ME! PUDDING ISN'T A CULTURAL DELICACY; I JUST WANTED TO KNOW ABOUT THE KASCH TRIBE'S NATIVE DELICACIES…!!*
Yut: Pudding, Pudding!! ***<Yut drags Vasque off to the Café.>***

CHAPTER 3, ACT 2 - MISSION PARAMETERS:

In this mission, you gain a fourth member to the party: Tylor. Currently, this snowy mountain range falls under Rogues' territory. Tylor is willing to allow you access to pursue the Fragment, but on the condition that you help him with his own investigation on the mutated life forms. To advance in the area, and help Tylor conduct his research however, you must deal with the security robots left behind by the Illuminus by shutting them down one by one as you make your way up to the mountain's summit. To do so, you must infiltrate the mountain's facilities and access the teleporters that lead to each sector. Once inside, you must fight the machinery, press the switch in the back of the area to shut off the equipment, and return to the main hub area and choose another teleporter to transport from in order to repeat the process. Yut decides to make a competition out of it to see who can shut down the most Security Equipment. Illustrated below is a scoreboard that will be displayed on the right side of the screen in mid gameplay.

警備装置の解除数：＃個	Number of Security Equipment Shut Down: [#Number]
ユートの解除数：＃個	Number Yut's shut down: [#Number]
タイラーの解除数：＃個	Number Tylor's shut down: [#Number]
アイスゾーン	Ice Zone
敵能力：なし	Enemy Attribute(s): Nothing

To gain an **S-Rank Grade**, you must **team up with Nagisa, and have the most cleared areas over Yut and Tylor.** At the first half of the mountain side, there are 9 teleporters. Then further up at the summit there is yet another 9 teleporters. This makes for a total of 18 teleporters. Once you've cleared all areas, you will then have to face off with the boss, ***Duga Dunga***.

Yut: Well, we're here! These are my training grounds!
Nagisa: …Am I imagining things? This looks just like a snowy mountain to me.
Yut: Almost nobody comes here. I have it all to myself. It's a good place.

Wynarl: He calls it “Training Grounds”, but it’s merely nothing more than an open plaza. …Just the same, though, that’s not to say that our coming here was a waste of time.
Nagisa: …Yes, I feel it. The fragment is further up there… *<Just then, someone else walks up.>*
???: For what reason have you all come here?
Yut: Who’s there!?
???: I was just thinking the same of you, young man. This place is the Rogues’ turf. Trespassing here without permission is not allowed. But if it just so happens that you all have merely gone astray, then you best quickly take your leave.
Nagisa: I have some business to take care of up ahead. So if you choose to stand in my way, I’ll have to just push my way through you by brute force.
???: Well, well. Such youthful vigor from a young lady like you. The same willingness could be said for that young man over there. …And how about **you**?

> ⇨ 皆をたしなめる : *Chide everyone for their behavior.*
> 力づくで押し通る : *Push your way through by brute force.*

Nagisa: …So long as **you’re** the one telling me.
???: You seem like someone who understands what’s going on. …However, I get the feeling that you won't just leave like this. So I have a proposal. I'm willing to close my eyes to your trespassing as long as you agree to one condition.
Yut: Close your eyes? What are you saying!? Nature belongs to everyone!
???: If everyone felt the same then that would be fine. I feel the same way about that, but in reality, that’s not really how it goes. There was a lot of natural camouflage that the research facility of the Secret Society Illuminus had constructed. Nature belongs to everyone, but management is necessary. Actually, on multiple occasions there have been complaints about unauthorized people coming in here and bringing hostile creatures with them.
Yut: Uh…
???: Now, that issue aside, I came here for the sake of researching the sudden mutation phenomena that's been occuring in this region. So if you all are willing to lend a hand in me doing so, I'll be willing to grant you access in coming here. How does that sound?
Nagisa: …What gives you the power to grant us permission to come here?
???: Without it, there will be no such negotiations. ***<Takes off his glasses>***. Defeat me and push me aside if you like, it doesn’t really matter. But if you do, rest assured you’ll be making an enemy of everyone who’s a part of the Rogues.
Nagisa: ***…<Sigh>*** …I understand. Another condition, though. **<PLAYER>** and Yut, you alright with that?
Yut: Yeah.
???: Hmm… So the deal’s done.
Nagisa: Wait, I’m not finished speaking yet.
???: What is it, young lady?
Nagisa: My name is not “Young Lady”. It’s Nagisa. …What is your name?
Tylor: Name? I see. “Alfort Tylor” is what I’ve been going by.
Nagisa: Is that an alias?
Tylor: It's an old name... that I wanted to be called. Even if for a short while, it was a name I had for the sake of forgetting the duties I now carry.

Alfort Tylor joins your Party.

Wynarl: …Wow, that was astonishing.
Nagisa: Yeah, he's quite shrewd.
Wynarl: No, not him. You handled yourself well negotiating back there, Nagisa. I was impressed. You held a decent conversation.

Nagisa: …May I slash you?
Wynarl: You may, but would that do any good?
Nagisa: …Hmph. Don't assume that I think fighting is always the right thing to do. I think it's great if you don't have to fight, it's just I recently remembered how to go about doing that, that's all.
Wynarl: Surely, that's why you stare so much while chatting with **<PLAYER>**, right?

> ⇨ そうなのか？ : Is that so?
> あまり見ないでほしい : Please don't stare so much.

Nagisa: Ah... No... Since talking with people isn't really my field of expertise, I started staring a little bit at people to practice.
Wynarl: …Practicing conversations by watching, what an awesome plan!
Nagisa: Shut up. …I'm already done talking about this. Let's go! *<Walks off>*

IN-GAME DIALOGUE:

<<After the cutscene.>>

Tylor: Well then, I think we should begin the research. But thanks to the intruders I just mentioned, security in this area has become really tight. Since we need to go further, we'll have to cut the power to 9 Security Systems here. I think that it'd be more efficient if we split into 3 groups to conduct the research. Myself, Yut, then **<PLAYER>** & Nagisa will be the 3 split groups.
Yut: Then can we turn this into a competition?!
Tylor: Competition? We're not playing around. No. Wait-that might be a more efficient way to get it done.
Yut: Yes! Alright! Let's go!
Nagisa: So I'm with **<PLAYER>**? Let's do our best together, then.

<<After clearing all 9 teleporters, assuming you and Nagisa cleared the most.>>

Tylor: All the security equipment in this area has been completely deactivated.
Yut: About how many switches did everyone press? I pressed ***<#NUMBER>***!
Tylor: I got ***<#NUMBER>***.
Nagisa: As of now, it appears we have the most. Let's do our best to keep it that way in the next area.
Tylor: Up ahead is the mountainside. Let's move ahead.

Tylor: I see. The sudden mutations are more of a problem than the report says. It's a good thing I came out here.
Nagisa: Tylor, out of all the Rogues, are you the one who carries a significant amount of responsibility? Why is someone like you here at the forefront? With someone as poised and proper as you are, why didn't you send a subordinate of your's?
Tylor: On the contrary. Why shouldn't someone in higher standing come to this site?
Nagisa: Well that's... In the case that something has come up and no one is around to take your place, is that it?
Tylor: Oh, is that how you think? "If there's someone lower, they can go in my place."
Nagisa: ...Well, yes. If some people are irreplaceable... Then there are people who will be sacrificed.
Tylor: Yes, there is *that* idea as well. …But, I don't think that way. I won't sacrifice not so much as one of my subordinates for my own ends. It's that kind of belief that I operate on. I came to the conclusion that it would be less dangerous for me to come here in person than counting on another person to get here.
Nagisa: …But, you're putting yourself at risk…
Tylor: Whoever it is, it's merely but one life. Whether it's me, whether it's a subordinate, or anyone else I don't even know, it's one life. I won't substitute it in any way.
Nagisa: … ***<Gasps>*** …
Tylor: You still do not yet understand? Then I will explain it more clearly. My subordinates—not a single one of them—are just "some guys you can just swap out". Every one of them is irreplaceable… They're friends.

Nagisa: Friends…
Tylor: If you don't understand, then you'd do well to ponder over it. If you think, listen, and then know it, then it will become the provisions that sustain oneself. *<Tylor walks off in the snow>*
Nagisa: …**<PLAYER>**, what kind of being would you say I am?

	かけがえのない存在だ : You're an invaluable being.
⇨	仲間だ : You're my friend.
	依頼主 : You're a client.

Nagisa: I see. No, it's nothing. I asked a stupid thing. Let's keep moving.

IN-GAME DIALOGUE:
<<After clearing yet another 9 teleporters, assuming you and Nagisa cleared the most.>>
Nagisa: The match goes to us. All thanks to **<PLAYER>**.
Yut: Of course! **<PLAYER>** is amazing!
Tylor: Then that means one more research point yet remains. It's dangerous up ahead. Let's go as one group.

Wynarl: Nagisa, you noticed it, right?
Nagisa: …Yeah, just up ahead. No mistaking it. It's the 107th one…
Wynarl: Hmm…….. Hm? What's that strange sound…? ***<Sound of a metallic crash!>***
Yut: What is THAT!? Last time I was here I didn't see *that* thing!
Tylor: Is it starting up and reacting to the rampaging creatures? If that's the case, then it seems we have little recourse other than to just defeat it.
Nagisa: Kuh! Almost there! Get out of my way!!
Wynarl: … "Almost there", huh...? Well, what to do…

BOSS BATTLE WITH DUGA DUNGA

Tylor: That Guard Machinery's attacks were violently shooting every which-way, but still "focused" somehow. It sure was desperate. It's as if it was trying to eliminate foreign life forms…
Nagisa: … ***<Breathing heavily, gasping for air>*** *… Haaaaa…. Haaaaa…*
Yut: Lady, are you alright? It was really going after you!
Nagisa: Yeah, it's nothing. I'm used to it. Rather, the fragment is… …… ***<Breathes deeply>*** …… ***<Gasps!>*** …… Ludicrous! The signal I felt from the fragment… vanished? This is absolutely ludicrous! … ***<Runs quickly in a frantic search for the fragment>*** … I don't feel it… The signal was strong, though! … Why? …What's happening?! **<PLAYER>**! You didn't see it, did you?! The fragment!

⇨	見ていない : I didn't see it.
	まずは落ち着け : Calm down, first of all.

Nagisa: That's… Where the heck did the fragment… *WYNARL!*
Wynarl: …***<Yawn>***, Phew… There's no need to shout… I'm nearby.
Nagisa: Wynarl! Listen to me! The fragment… *THE FRAGMENT!*
Wynarl: Ah! You don't have to shout so loud… It's alright; I can hear you just fine. The fragment wasn't there? Well, hasn't this sort of thing happened before? It's not like our senses are perfect or anything like that.
Nagisa: That's… right, but...

Wynarl: Up until now, haven't we tried hard and turned up short like this at least once or twice before? It's no good getting worked up in a tizzy over something like this, Nagisa. ...Well then, I'm a little bit tired, so I'm going to sleep. **<PLAYER>**, see you later on, ok?
Nagisa: Uh?! Hey, Wynarl!! … Heartless bastard.
Tylor: ***<Walks up>*** … I didn't understand your little conversation quite well, but I'm guessing from the looks of things that you didn't find what you were looking for?
Nagisa: …Yeah.
Tylor: Then I'd like you to tell me the details about whatever it is you're looking for.
Nagisa: But how could I tell you about that sort of thing?
Tylor: "How could I tell you?" she says… An ignorant question. *<Cocky smile>.*

<Tylor's ship—The Landeel—appears overhead in the sky.>
Tylor: I am a *Rogue*. The *Rogues* do not forsake their friends. Even though I've only known you all but briefly, you're my friends. Therefore, as long as there's something you're looking for, we'll find it. If you need my strength, I'll quickly come to your aid.

You Obtain Don Tylor's Partner Card.

Tylor: Call me Don Tylor.
Yut: "Don Tylor"… I've heard of you before! You're the leader of the *Rogues* and you're Moatoob's most celebrated man! That's what Liina said!
Tylor: Oh? Young man, you know Liina? Is that young girl doing well?
Yut: Yeah! She's doing REALLY well! Speaking of which, she's gonna have a baby!
Tylor: You don't say! I must go see her and give her my blessing sooner or later then. …I don't have much time. So, Nagisa and the rest of you, in parting I have one proverb for you.
Nagisa: …What?
Tylor: It'd be for the best if I told you this yet once again. Regardless of who it is, it's one life. It's irreplaceable. Don't forget that, you overtly-brave young lady. …Well, we'll meet again.
<Tylor boards The Landeel and takes off.>
Nagisa: …One life. It's irreplaceable…?

UNIVERSE 3: END

<Back on CLAD 6>
Emilia: Ah, **<PLAYER>**, welcome back! But even though I say that, I just got back from the Research Facility just now myself.
Yut: Emilia!! Long time no see! You doing well!?
Emilia: As you can see, I'm feeling full of energy! Thanks for askin'! …How 'bout yourself?
Yut: Yep!

⇨ 手伝いは終わったのか？ : Did you finish helping out? 何かあったのか？ : Was something there?

Emilia: Well, I gotta admit. It seems like the final results are all present and accounted for, so I can finally just write my theory and get it over with. But there's one thing I'm worried about...

Nagisa: … ***<Breathing shallow and clutching her own body in an effort to stay conscious.>***
Emilia: Say, Nagisa, why do ya look so downhearted? And for that matter, where's Mr. Pervert?
Nagisa: ...Wynarl is asleep.
Emilia: Oh, is that so. I just had something minor I wanted to ask him, is all. It can wait 'til later, I think.
Nagisa: If I don't have anything to do in particular, would you be kind enough to let me take my leave? I want to calm down, at least a little bit. *<Nagisa then walks off to the Café to be alone.>*
Emilia: …What's up with Nagisa?

> ⇨ 経緯を説明する : *Explain the bad news.*
> 適当にはぐらかす : *Make something up on the fly.*

Emilia: …Hmm, so that's it, huh? But since she couldn't find what she was looking for, she just got depressed about it? Since she was finding tons of them by just going off her intuition alone, she had a lot of self-confidence, didn't she? …If that's really the case, then why is she thrown off balance now all of a sudden? *<Smirks mischeviously, and says cheerfully>* Oh, but everything's going good right now! We shouldn't be worried about small things! Don't worry!
Yut: Emilia, what're you in such high spirits about? Something good happen?
Emilia: Ohh, glad you asked! There *IS* something. This time if I get a special recognition achievement for this, I might get a doctor's degree! A degree for skipping over all sorts of scientific processes, and surprising everyone. They gotta give me one!
Yut: I don't understand it all too well, but it seems you did something really cool, Emilia! …Uh, what is it you did?
Emilia: Uhhh… To tell the truth, I only organized a Theory on the Origin of a New Species... And it's thanks to Nagisa and Mr. Pervert being in our care. I meant to tell them how grateful I am, and ask them one more thing, but... Well, I wonder if I should go report in to Uncle? Or, should I go shopping in celebration first?
Yut: If there's pudding, then let's eat pudding!
Emilia: *<Excitedly>* …Alright! We'll do everything! We'll eat pudding, we'll go shopping, and then I'll report in to Uncle!
Yut: Yeah!
Emilia: 'kay, **<PLAYER>**. See ya later! ***<Emilia walks off.>***

<…Meanwhile, in the Café.>

Nagisa: Wynarl, are you still asleep? … You're sleeping, aren't you? …It's been a long time… since I've been alone like this... I can calm down quietly like this… but it's… what's the word...? …Oh… That's right… …I remember now. That word is called… … "Lonely" …

<PLAYER> is now free to move about CLAD 6. Two new free missions have become available.

雷雪降る侵食孔 : Thunder and Ice
幽谷に祀られし守り神 : Guardian of the Valley

To advance the story, you must complete any one Free Mission.

From this point, you gain control of your character. Before ***completing any Free Mission***, there are **4** characters to speak with on CLAD 6 for the purpose of developing the story. **Emilia, Kunoh, Chelsea, Crouch**:

Emilia: “Müller”, I wonder if it’s spelled this way. Hm, Wha? I feel like I got it wrong somehow… Umm, it was this way, right? You asked “what am I doing”? Trying to practice spelling my last name. I’m about to change my last name in a little bit, so I wanted to spell this one perfectly to a tee.

⇨ 養子になるのか : You’re being adopted?
結婚するのか : You’re getting married?

Emilia: Yeah, that's right. Uncle and I came to an agreement on a number of things. He said "Since you’re turnin’ 18 next year, and I won’t be able to apply for child support otherwise, I might as well adopt ya!" ...Um, but. "Emilia Müller" sounds so sloppy. What, was getting a name like "*Fermat*"* no good? ...Ah, yeah yeah, I got it. Your surname is something you inherit from your family. I understand that you can't just conveniently change its meaning whenever ya want. Buuut... If Uncle's surname was something like "*Schwarzchild*"**, I'd have let him adopt me in a heartbeat! ...Hm? You said "Why would a surname like that be good"? 'cause it sounds so cool!

* ***Pierre de Fermat*** is a famous French Mathematician who founded "*Fermat's Problem*".
** ***Karl Schwarzschild*** is a famous German Astronomer who predicted the existence of Black Holes.

Kunoh: It looks like Emilia's come back. I wasn't sure until she showed up. Whenever that girl's here, everyone's mood changes. ...But, she and I have barely met each other face to face. Immediately after joining *Little Wing*, I took her under my wing as I was socializing with her but... after that I've been avoiding doing so. My reason? That's easy to talk about. Since that girl reminds me of my time in *GUARDIANS*, I get worried.
Young Girl: So, whenever you see her, you deliberately avoid her?
Kunoh: Yes, that’s right. During the Subspace Incident, although I heard that she got over the trauma, I figured that my usefulness was no longer required.
Emilia: Hmm… I see. But that doesn’t mean that I hate you, ya know.
Kunoh: …Emilia, why are you here?
Emilia: Since I saw someone in a deep conversation with **<PLAYER>**, I secretly came to listen in. Besides, if I didn't do that, you'd avoid me.
Kunoh: I apologize if what I did hurt your feelings. However, I think it'd be for the best if you and I didn't mingle so much. I'm saying that for your own sake.
Emilia: For my sake? Why?
Kunoh: Even if it's about things I remember from *GUARDIANS*, is that to say you’re OK with talking about it all? If you talk with me or others like me, then you might recall those old days all over again. And in doing so, there's a possibility that unwanted memories would resurface. Nowadays, you have memories you'd rather forget, I'm sure... So... I think you'd be better off not talking to me.
Emilia: …Hmm… *GUARDIANS* Research Division Direct Protection Officer. The name is... Umm... Kunoh August, was it?
Kunoh: …!? Why… That name!
Emilia: I’ve got a powerful memory. So, I remember everything. I recall everything.
Kunoh: You don’t say… But, I couldn’t protect you. I was disqualified from being your escort.
Emilia: That may have been the case after that time on Rykros. But the time you were in *GUARDIANS* was different. I remember *EVERYTHING*. The time you took me under your wing when I was upset. The time when I was crying and you comforted me. I remember it.

Kunoh: You remembered… all of that?
Emilia: So, there are a lot of things I've always wanted to tell you. But in those days I couldn't say it, until now… Thank you… for protecting me when I was little.
Kunoh: …!? …If anything, I should be thanking you. So, thanks.
Emilia: ***<Giggles>*** Hehehe… Much obliged. But I'd rather you say "No problem".
Kunoh: …I see. That's right. No problem, Emilia. Please be safe, above all else.
Emilia: …Yes! I'm glad I got that off my chest! Well, I'm goin' now! Catch ya later! <*Emilia runs off*>
Kunoh: It's been long. Up until now it's been so long. Finally, I can make eye contact with that girl... Thank you, **<PLAYER>**. For helping me out with that girl, I thank you.

Chelsea: ***<Sigh>*** Even though I declined their offer many times, I don't know if I should say "You can count on me", or "don't count on me"... It is—how you say—a little bit *compliqué, non*? ...Huh, **<PLAYER>**. You said "who has given you the invitation"? It came from the *Alliance Military Force* [A.M.F.]. Nevertheless, Back then, it may have been a mistake to have shown my true character, you know. Even though I do not feel like going back in the slightest, they keep relentlessly calling me to come back. It is so difficult. ...Ah, I am not saying that I hate the Allied Forces or anything like that, you know? It's just that... I have already had my fill of the fighting. **<PLAYER>** should be careful too. A battle that has lost its purpose is one that is all for naught. If you go beyond that point, then you will be walking the path of the bloodthirsty fiend. That is a very serious thing, *non*? The people you consider to be your friends will begin to vanish very quickly, you see. Firstly, before you become entangled in fear, people will start vanishing. Next from your right and left... and lastly you become afraid of your own shadow, and the person who's protecting your back vanishes, too... Although sometimes I've felt I'm ok by myself... ..."Being alone" it is really painfully heartbreaking, *non*? ... But…
Emilia: Ah, Chelsea and **<PLAYER>**! What's up? What're you two talking about?
Yut: You guys talking about pudding?!
Emilia: …What does that gotta do with anything?
Crouch: ***<Yawn>***, I'm home!! …What the…? What's with the loud racket over here, eh?
Ursula: Ah, Chelsea. Glad you're here. Now about this document right here…
Chelsea: ...You see? Here, everyone is always at my side. So, being here is my most favorite place.

Crouch: Uhh… So where am I puttin' my signature on this?
Emilia: That's why I already told you to put it *there*! This is a really important document, so read carefully!
Crouch: Put a sock in it!! I hope I can get through this paperwork!
Emilia: Stop stalling!
Crouch: …Ha. This sure is tough. Why don't we call this whole adoption thing off?
Emilia: Whaddya mean?! You were the one who came up with the idea! Look, just a little bit more—!
<PLAYER>, say something to him!
Ursula: Hey. What're you guys doing?
Emilia: Ah, Ursula. This is the first time I've heard Uncle say that he doesn't know how to write out a form.
Ursula: Oh, *that* form. Crouch, didn't you just come Chelsea and me a little while ago to ask that question?
Emilia: Eh?
Crouch: ***<Flustered>*** …Bah—! … ***<Speaking quickly>*** Alright, I've just finished puttin' my signature on it—lemme go hurry and submit this off—! ***<Crouch walks off>***

Emilia: Ah, wait a second Uncle!! Don't you gotta submit it with me, too!? *<Walks after Crouch>*
Ursula: Dishonest as usual, isn't he? …Why are you looking at me like that?

After completing two Free Missions

Emilia: **<PLAYER>**, you're *late*! You've got me worn out from waitin' on ya! We're gonna have a meeting in the Café right now! I've got something serious I wanna talk about, so please get here!

You go to the Café

4th Universe

運命の選択

"Choosing One's Destiny"
[Crossing determinations]

Lumia: Ah, Hello **<PLAYER>**. Looks like you just ran to get here too. Did Emilia just call you up here all of a sudden? As a matter of fact, she did the same with me. I wonder what in the world she's got up her sleeve?
Shizuru: I was interrupted while I was in the middle of my research when you called. Did I come out here for no reason? ...Good grief. I want to know why you felt it necessary to annoy me.
Emilia: Alrighty, all socially-withdrawn researchers over there need to shut up now. …*ANYWAY*, since it looks like everyone's here, let's get started! You all heard talk that I was up for getting a Doctor's Degree, but firstly I'd like to say that the decision's final now! From here on out, I'm "Dr. Emilia"!
Nagisa: …I'm not quite sure I understand. Is "Doctor" some kind of amazing person?
Yut: Woah! Doctor! Doctor!
Lumia: Something seems fishy…
Shizuru: If you ask me, your actions still remain questionable. I think that you have more than enough knowledge, but still you don't have enough experience to be awarded a doctorate degree.
Emilia: Ha, hang on, hang on! Why're you raining on my parade all of a sudden? You should be giving me your blessing, shouldn't ya? Your blessing! Well, that's alright though. I'd like to move on from this topic and show you something!
<Emilia flips through pages>
Emilia: TA-DAH!! The very highlight of CLAD 6; I've got Guest Passes to the cutting-edge resort facility! Ursula gave me these to celebrate the event!
Shizuru: I see. So you wanna gloat, huh?
Emilia: No, that's not it!! Since I went through a lot of trouble for this, I just told her I wanted to go with you all. Ursula gave me her consent, so yeah.
Lumia: You said "Resort Facility," but what's there, specifically?
Emilia: Umm, well it's become the best highlight here now. It's an artificial beach that was made inside its own facility! I've wanted to go at least once.
Lumia: Ah… A beach…? We'll be swimming in… a swimsuit, won't we…? *<Lumia looks embarassed>*
Emilia: That's right, so everyone split up and go get ready, then meet up at the site! Ready? Everyone, break!
Yut: ***<With a wide-eyed look on his face>*** I dunno what you're talking about, but is this gonna be fun?! If so, then let's go! Let's hurry up and go already!! ***<Grabs Shizuru and starts dragging him off>***
Shizuru: Wa, wait Yut! Stop pulling me! I didn't say we're going yet…! ***<Both Yut and Shizuru then walk off>***

Lumia: A swimsuit… Ah… Get a swimsuit…? ***<Lumia walks off>***
Emilia: …Huh? Nagisa you alright with getting ready?
Nagisa: What are you talking about?
Emilia: No, I mean when I talked about how we're going to the resort.
Nagisa: …Ah, I heard you talking about that. You be sure to go and have a good time for me, ok?
Emilia: Huh? You're going too, right Nagisa?
Nagisa: Hmm, that's right, huh? …No, hang on. Wait just a moment. Why me too?
Emilia: And you ask "Why"… Well, when you get right down to it, it was thanks to you and Mr. Pervert that I was even eligible for this Doctorate Degree. Besides… You didn't look like you were doing too well earlier.
Nagisa: Didn't look well?
Emilia: Yeah. You were looking downhearted a while ago, weren'tcha? It's times like that when it's best to go and have a good time with everyone else. So that means you're coming too, Nagisa! It's decided! …Ah, by the way, do you own a swimsuit? If you don't, we gotta go shop for one, don't we? C'mon, get up, get up! *<Emilia grabs Nagisa's arm>*
Nagisa: Ah, wait a—don't pull me like that! …I got it, I got it!! *<Both Emilia & Nagisa walk off>*

Go to the Mission Counter and accept Story Mission Chapter 4, Act 1

<A pristine view of the CLAD 6 Beach Resort is spread out before you. You hear the crashing of the waves, to which point you are greeted by Emilia who happens to be sporting her bikini.>

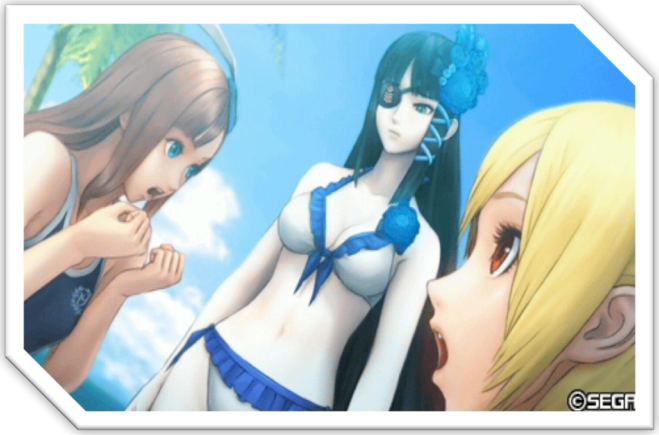
Emilia: **<PLAYER>**, wait a minute! Jeez, you sure changed clothes quick. Since we already had this spot reserved, ya didn't have to get here in such a hurry! Umm, it sure has been a long while since I've worn a swimsuit. Well, **<PLAYER>**? Does this suit me?

⇨ 似合ってる : You look good in that.
今後に期待 : Just hope for the future.

Emilia: Hehe, thanks! I might not look like Ursula or Chelsea, but I'm still pretty confident in my overall balance.
Lumia: ***<Lumia walks up>*** Ah, there you are. Emilia, what're you doing? Let's hurry up and go swimming.
Emilia: No, let me show you ar… ound… ***<Emilia stares at Lumia's chest.>***
Lumia: Wh… what's wrong?
Emilia: Lumia, you're one year older than me, right?
Lumia: …Can you look at my face when you're talking to me? ***<Lumia covers her chest in embarrassment>***

Emilia: Being older and like that… …I offer my deepest sympathy.
Lumia: Wha, what're you feeling sorry for me about?! When you talk with people, look at them in the *face*!
Yut: ***<Yut walks up>*** Emilia! Emilia! Why's the water here so salty!?
Emilia: Dang it, Yut! Don't drink the sea water! You're supposed to have fun swimming in the sea! …Huh, where's Shizuru?
Yut: Shizuru's… Ah, look, he's over there. It looks like he's hiding in the shadows or something.
Emilia: *SHI-ZU-RU! WHY'RE YOU HIDING IN A PLACE LIKE THAT?! HURRY UP AND GET ON OVER HERE!*

Shizuru: ***<Shizuru walks up>*** I wasn't hiding or anything like that. I was just standing over there watching, that's all…
Emilia: ***<Emilia steps closer>*** What? I can't hear you at all…
Shizuru: Id, idiot! Don't come any closer! Don't you care that your skin is exposed!?
Emilia: I could say the same about you and that revealing coat you usually wear... Oh? Maybe this is the first time you've seen a girl in her bathing suit, Shizuru?
Shizuru: STOP MAKING FUN OF ME! …I'm very knowledgeable.
Emilia: I think that's a *veeery* telling thing of you to say.
Shizuru: Eh!? Listen up; you better stay out of my sight!
Emilia: Why?! I went through a whole lotta trouble for this, so you better take a good look at me and let it burn into your memory!
Nagisa: ***<Nagisa walks up>*** Hey… Emilia.
Emilia: Ah! You came just in time, Nagisa! We were just poking a bit of fun at Shizuru being all emo …tion …al …
<Emilia's jaw drops as her and Lumia stare at Nagisa in awe.>
Nagisa: …What's wrong? Why did you stop moving?
Emilia: Who, who are you, lady? ***<Stares at Nagisa's…>***
Nagisa: It's me, Nagisa, but… Could you please look at my face?
Emilia: What the!? How're you doing that!? Nagisa, you've got an incredible look [****Kiyase***]!
Lumia: …Nagisa, what do you eat to pull that off?
Nagisa: W, why are you asking me with such ghastly-sounding expressions? ... Anyway, Emilia, these clothes are a little bit tight around my chest. Can I go get something else instead?



Emilia: Guh-Guh... Gu-gu-guh... THIS IS UNFAIR, TOTALLY UNFAIR!! WHY'S IT THAT EVEN PEOPLE WHO'RE THE SAME CAN LOOK SO DIFFERENT?!
Lumia: …No way. This is the new race's…
Emilia: IT DOESN'T MEAN ANYTHING! DAMN IT, SHIZURU! STOP MAKIN' EYES AT HER! AND YUT DOESN'T EVEN UNDERSTAND WHAT'S GOING ON AND IS RUNNING AROUND CLUELESSLY! IF THAT'S HOW IT IS, THEN EVERYONE… ***<Sniffle>*** ...I'M GOING SWIMMING! ***<Runs off crying>***
Nagisa: Ah, Hey! She already left… Did I do something bad?

理由を説明する : *Explain the reason to her.*
⇨ それとなく説明する : *Indirectly explain to her.*

Nagisa: A lady's pride? Her dignity? What in the world are you talking about? Since you don't have to be careful, please tell it to me plain and simple. ***<Nagisa listens to you>*** I see... So it's an issue about having a big bosom. Even though it's really big, it gets in the way when fighting. It's also annoying in cramped spaces… ***<Nagisa covers her chest in embarrassment>*** …Please stop staring at me so much. Now that you mention it, it's awfully embarrassing for me.
Wynarl: ***<Yawn>*** …I had a good rest. ***<Wynarl's eyes widen as he becomes gradually aware of his surroundings>*** … Wha, where's this place?! What kind of—?! NAGISA, WHY'RE YOU WEARING A SWIMSUIT?!?!
Nagisa: D, don't look at me! Get away from me!
Wynarl: Now you're talking nonsense all of a sudden? No, but anyway, that was the *best* way for me to wake up. No, wait a sec... Could this mean that I was asleep... WHILE YOU WERE CHANGING CLOTHES?! AAHHH!!! FUCK!!! I MADE THE BIGGEST SCREW-UP OF A LIFETIME!!
Nagisa: ...But haven't you always made it a point to disappear whenever I'm changing clothes?
Wynarl: ...Well, at any rate, you look so stylish going on a vacation in that swimsuit of your's. Was it that other young lady who

suggested this for you?
Nagisa: Don't try to change the subject. After all, I truly have at least somewhat of a sense of shame. You, on the other hand, said that you've always watched, right?
Wynarl: ***<Laughs nonchallantly>*** Hahaha… My goodness, this sure is lovely weather we're having, isn't it? ***<Wynarl vanishes>***
Nagisa: Hey, wait, don't run away, Wynarl! Depending on how he responds, I'll show him I can now cut things I couldn't before.

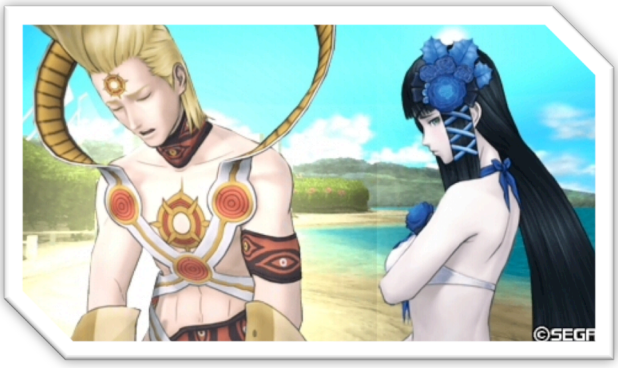
***NOTICE:* At this point, there are 5 branching dialogues to choose from.**
As per usual, the Choice that leads to the True Ending is marked by the Red Arrow next to the dialogue.
But due to plot development purposes, I will show all five branching paths which ultimately rejoin into one again.
Also note that all character dialogue branches have their own two response choices prompting different character dialogue.
All unique character response sentences from Choice #1 will be in this color. All character responses from Choice #2 in this color.
Dialogue that does not change regardless of response choice will remain in the standard black color to indicate this point.

⇨ ナギサに話しかける : *Go speak with Nagisa.*
エミリアに話しかける : *Go speak with Emilia.*
ルミアに話しかける : *Go speak with Lumia.*
ユートに話しかける : *Go speak with Yut.*
シズルに話しかける : *Go speak with Shizuru.*

NAGISA DIALOGUE BRANCH:
Nagisa: Ah, **<PLAYER>**. You came just in time. I want you to teach me how to destroy an Ancient.
Wynarl: What the? Isn't that enough for you? It's not such a big damn deal.
Nagisa: That may be so, but it's not for you to say.
Wynarl: Say, **<PLAYER>**. Even from a lady's perspective, would ya say that Nagisa's so attractive that ya can't help but look at her?

⇨ 確かに魅力的だ : She certainly *is* attractive.
好みじゃない : She's not my type.

Nagisa: ***<Turns away and blushes in embarrassment>*** Uh… Plea… Please don't say that right to my face. It's… How do you say… Embarrassing for me.
Wynarl: Yep, yep. But please don't feel shy—It's so out-of-character for you. If anything, it's just *looking* at you that's even more embarrassing.



—Or, alternatively…—

Wynarl: ***<Confused look>*** Ehh? But she's cute, isn't she. I see, I see. When you have to dumb things down so Nagisa can understand, you lose interest in her... That's what you're talking about.
Nagisa: ...You've always felt that way. Wynarl, you've always got some kind of quip to make. If you'd just keep it to yourself, then I could get some peace and quiet.
Wynarl: Eh?! So now I'M the bad guy? W-wait, don't stand in a fighting stance like that! You can't really Karate Chop me, can you?! ***<Smirks>*** Ah, but if she does, the image of *"them"* drooping and jiggling like that should be burned into my memory...
Nagisa: Grr… ! I've put up with you for many months and years, BUT NOW YOU DIE HERE!
<Nagisa becomes so enraged that she tries to hit Wynarl, but misses him by inches!>
Wynarl: Gyah, wha, that was close! Shi... You Karate Chopped that rock in half!? Just how many weird powers do ya got?!
EMILIA DIALOGUE BRANCH:

Emilia: **<PLAYER>**, you having a good time? Somehow Yut is burning all his energy up from being active, while I'm sittin' here exhausted. But since everyone—Nagisa in particular—is having a good time, maybe it's a good thing I called 'em over here.

> 気をつかってくれたのか？ : You're trying to be considerate of others?
> 「博士号」おめでとう : Congrats on the "Doctorate Degree".

Emilia: Yeah, 'cause it looked like she was worried about somethin', didn't it? And since Mr. Pervert was sleepin', it was all the more reason for her to go around brooding like that from my point of view, anyway. Though, with the way things are lookin' right now, it would seem everything's alright.

—Or, alternatively…—

Emilia: Ah, haha. I feel it's a little late for that, but just in case, thanks. Although, the feeling still hasn't quite sank in. When I told the other scientists what Nagisa had told me, they all started making a big deal out of it. So, does that mean I'm sharing my happiness with others? Since Nagisa seemed to be pretty worried something, I thought it would be good if she had a change of pace!
Emilia: Why do you look so surprised? Although it's me we're talking about, shouldn't I be thinking about the feelings of others? ***<Emilia sulks>*** Mika taught me all sorts of stuff like that... ***<Perks back up>*** Ah, nevermind, I just got all gloomy! Now, let's pick up the mood by swimming again!

LUMIA DIALOGUE BRANCH:

Lumia: ***<Lumia, looking rather sullen, sighs and looks up at you>*** …Oh, hey **<PLAYER>**. ***<Goes back to sulking>*** Hmm… Actually, from the first moment I saw Nagisa, I faintly sensed something about her… **<PLAYER>**, tell me, when you see Nagisa what do you think about?

> あのサイズは反則だ : That girl's not playing fair with a "size" like that.
> 何か危うい感じがする : I get the feeling that she's dangerous.

Lumia: Ah, no... I didn't mean... well... Whether I like it or not, I have to admit they certainly are pretty big... Frankly, as a girl, I'm jealous. ***<Covers her chest in embarassment>*** Ah, ju, ju-just forget I said anything! Look, let's go for a swim! C'mon! ***<Goes to the beach>***

—Or, alternatively…—

Lumia: Of course you can see it too, huh? Maybe I'm just imagining things, but the feeling I felt was very gentle at first, but now it's completely vanished. ***<Smiles>*** …Anyway, this isn't the kind of place to talk about that kind of thing. Well, why don't we go for a swim?

YUT DIALOGUE BRANCH:

Yut: Hey, **<PLAYER>**! This sure is a great place, isn't it?! It's like a desert, 'cept it's filled with water! This water here just freely comes back and forth. It's called a "wave" you said? That's awesome, too! It sure isn't like any lake I've seen before!

> 泳ぐのは初めてじゃない？ : This isn't your first time going swimming?
> 楽しそうでなにより : Seems like you're having fun more than anything else.

Yut: Yeah! Since there's a lake near my village, I've swam many, many times before!

—Or, alternatively…—

Yut: Yeah! So long as it's a place like this, I wanna come here every day!
Yut: But, it's hard to move in these swim trunks. I'd be just as fine without them. But if I took 'em

off, then Emilia would be mad at me... If we're going swimming, why does everyone gotta wear clothes at all? I really don't get it. Maybe she'll get mad because I'm a man? If that's the case, then does that mean Emilia wouldn't be mad if you took off *YOUR* clothes [Assuming player character is female]? ...Why're you shaking your head like that? Is it 'cause that's something so wrong? ...Uhh... I don't get this at all. Well, it's probably 'cause this is a place for everyone! Since I've had a lotta travelers tell me "you gotta obey the rules of this place", I guess I gotta obey!

SHIZURU DIALOGUE BRANCH:

Shizuru: <*Shyly*> …Uh, **<PLAYER>**. Co, could you please not come near me? I... that is to say… I don't know where I should point my eyes.

さらに近づく : *Approach him.*
言われたとおりに離れる : *Do as you're told; leave him be.*

Shizuru: ***<Startled>*** Wh, why did you step closer!? STOP! DON'T LINK YOUR ARMS WITH MINE! I CAN HEAR YOU JUST FINE FROM A DISTANCE!

—Or, alternatively…—

Shizuru: ***<Smiles softly>*** Yeah, stand right about there; that's fine. I just don't feel comfortable getting near people when so much skin is exposed.

Shizuru: ***<Calmly>*** Listen up, though you and I are good friends, but on the one hand there's males, and on the other there's females. So there should be a sense of respectable distance maintained between the two. ...Good grief! Neither you nor Emilia have any consideration at all. What I mean to say is… I think you guys should be a little more shy. ***<Suddenly shifts into panic>*** …SO WHY ARE YOU COMING NEAR ME!? STOP! DON'T TRY TO SEDUCE ME LIKE THAT!

NOTICE: ***At this point, the five dialogue branches rejoin from here onward.***

Nagisa: Wynarl… That feeling, just now.

Wynarl: Yeah, I felt it just for a brief moment. …But I don't feel it anymore so I don't know if it's the real deal or not.

Nagisa: … Is that so.

Emilia: *HEEEY! NAGISA! WHAT'RE YOU STARING OFF INTO SPACE FOR? LET'S HAVE SOME FUN!*

Nagisa: …I hope that feeling's not just my imagination.

<Emilia proudly holds her volleyball and smiles at Nagisa.>

Emilia: Ah, you came, you came! Since we're all tired from swimming, we're gonna do some beach volleyball next. Ya wanna join us?

Nagisa: …What's this "beach volleyball"?

Emilia: Umm… Well, the goal is to have fun with everyone by not letting this ball hit the ground…

Nagisa: If that's all, then shouldn't you just *hold* the ball?

Emilia: Um… Well, yeah, that's right but… According to the rules… Uh, I think it'd be faster if I just showed you. Lumia, could you stand over there for a sec?

Lumia: Okey-doke.

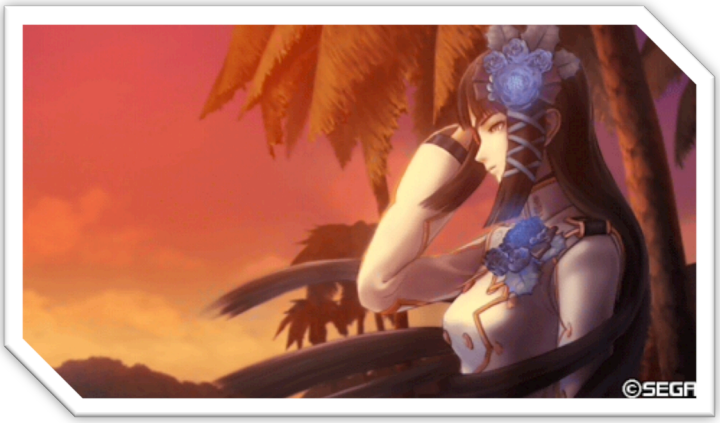
<Emilia & Lumia demonstrate for Nagisa by bouncing the ball back and forth.>

Emilia: See? That way.

Nagisa: ...I see, without actually holding the ball, you have to repel it and send it flying back at the moment of impact.

Emilia: Somehow the way you phrased it sounds scary, but anyway… let's just try it for the time being. So, let's go!
<Emilia bounces the ball to Nagisa>
Nagisa: …*NOW!!*
<Nagisa uses all of her might to utterly spike the ball.>
Lumia: The ball… *exploded!?*
Emilia: Wa, W-w-w-w-w-wait! Is it normal for the ball to break!? The You bore a pretty deep hole around your feet, too… What the heck did you ***do***, Nagisa!?
Nagisa: No, I did what you said... At the moment I came into contact with the ball, I simply struck it with all of my might... Right?
Lumia: …A long time ago, there's something I heard that Lucaim Nav-*sensei* had said. Out of all of the Martial Arts Techniques, there was one like this in particular… I believe he called it "Bullseye!" or something like that?
Nagisa: Ah, that's it. That must've been the name of the technique. Even though I haven't done it in a while, it still seems like a pretty sharp technique.
Emilia: You didn't have to do that! Why do you play using martial arts moves? Awww... The ball *literally* shattered...
Nagisa: ...Forgive me. I was totally ignorant of the fact that the ball could only endure so much…
Emilia: Maybe your apologizing for the wrong thing, too. But, it's all good! Since this is a swimming beach, you should be using all your power swimming, for sure. ...I think that as time goes by, you'll get used to using common sense, Nagisa.
Nagisa: Common sense?
Emilia: If not, then it's inconvenient, right?
Nagisa: …What is?
Emilia: I mean, after everything's over and done with, aren't you gonna go back to living an ordinary lifestyle? If you don't have common sense, won't things be difficult for you then?
Lumia: …Emilia really does have a power of persuasion when she talks.
Emilia: Yep, shut up over there!
Nagisa: "After everything's over and done with"… You know, I hadn't thought of that before…
Emilia: So then, little by little you should learn about it together with us. You've still got a long ways to go before you get there.
Nagisa: ***<Smiles>*** …Okay.
Emilia: Right! Well, let's go swimming one more time!
<She runs towards the shore again.>
Nagisa: …"Together," huh?

<A calm sunset arrives, bringing the day to a close.>



Nagisa: …Ah, **<PLAYER>**. Did you call me over here? Hehe… It's always something, but I'm not bothered by it. But, can you wait a little bit longer? I want to permanently cement this landscape into my memory before I go. ***<Nagisa takes a moment to take in the beautiful surroundings>*** ...This sure is a beautiful place, isn't it? I mean, Gurhal must have places here and there as beautiful as this. Since I've always had my mind strictly on fighting, I haven't any memories left... Or, did I just forget them completely? ... I had fun today. Out of all my memories, I can say that today was the day my heart enjoyed the most. The time I had spent here was precious, without a doubt. ...Up until I came here I felt alone and I was completely devoid of common sense; as if I was nothing more than a hinderance to everyone. But then, everyone was so kind to me, and befriended me. ...In all seriousness, I really appreciate it. ...Well, let's go. Emilia and the gang are waiting on us, aren't they? It'd be a shame if

we made them wait any longer. ***<Nagisa walks off>***
Wynarl: …Nagisa.

<Back on CLAD 6>

Emilia: Haa! That was so, so *fun*! That was truly one of the *best* resorts that Gurhal has to offer! It felt like we spent a whole year in there! Say, Nagisa, did you have a good time too?
Nagisa: Yes, I sure did. To be honest, I was thinking about when's the next time we'll have that much fun.
Emilia: No way, you're not really just exaggerating, are you?
Nagisa: Nope, in all sincerity, that's what I really think. …Everyone, thank you. For giving something ***very*** good to remember.
Emilia: Aw, jeez! All I did was invite you to my celebration, so you don't have to go and start thanking me or anything!
Nagisa: But if I didn't say anything, you wouldn't know I was grateful for it. Seriously, up to now, thank you.
<A Red Alert sounds and Klaxon Alarms go off.>
Emilia: The, the alarm!? That alarm's for when there's an emergency inside CLAD 6! Did something happen!?
<Emilia & the gang run through CLAD 6 and stumble across Kunoh.>
Emilia: Ah, wait a sec, Kunoh! What's this alarm about? Is something wrong!?
Kunoh: Emilia! Thank goodness you're safe. When I heard you were going to the Resort area, I got worried sick!
Emilia: "Worried sick", you said… Did something happen in the resort area?
Kunoh: Due to conflicting reports, I'm not entirely sure myself. However it seems that mutated creatures have shown up.
Nagisa: … ***<Gasp>****!*
Emilia: You said creatures…? How did they get in!?
Kunoh: I have no idea, but that doesn't change the fact that they've shown up. I was on my way over to the resort area.
Emilia: Ah, me too!
Kunoh: No. That would just make things even more chaotic than they are now. Emilia, you'd be better off trying to figure out the cause of all this and going around gathering information.
Emilia: Uh... Yeah, that's true and all... But I think it'd be a bit dangerous for me to go it alone at a time like this...
Yut: Emilia, don't sweat it! I'll protect you!
Emilia: Alrighty! Well, me and Yut are gonna go and lend our suppport, so best of luck, everyone!
<Emilia & Yut run off.>
Lumia: Emergency Evacuation will also be necessary. So I'll go and evacuate all the civilians in the area.
Kunoh: You're with the *GUARDIANS…* If that's the case, then please do.
Shizuru: It's too dangerous to go by yourself. I'll help out too!
Lumia: Thank you!
<Lumia & Shizuru run off.>
Kunoh: <PLAYER>, I'm heading with everyone to go exterminate the creatures in the resort area. Can I count on your support?
Nagisa: …Wait one moment, please. Would you please take me with you?
Kunoh: …And you are?
Nagisa: I'm confident in my own abilities. I won't be a hinderance. Please, I want you to take me along too.
Kunoh: <PLAYER>, what say you?

⇨ 黙って頷く : *Silently nod.*
何か心当たりがあるのか？ : Are you planning something?

Nagisa: ... **<PLAYER>**, thank you for taking me into consideration. Some time ago, I felt like there was a fragment nearby. Perhaps it's what's causing all of this. So, let's hurry, **<PLAYER>**. ...I want to protect that gorgeous place.
Kunoh: So long as I have **<PLAYER>**'s consent, I won't say anything else. Let's get going.

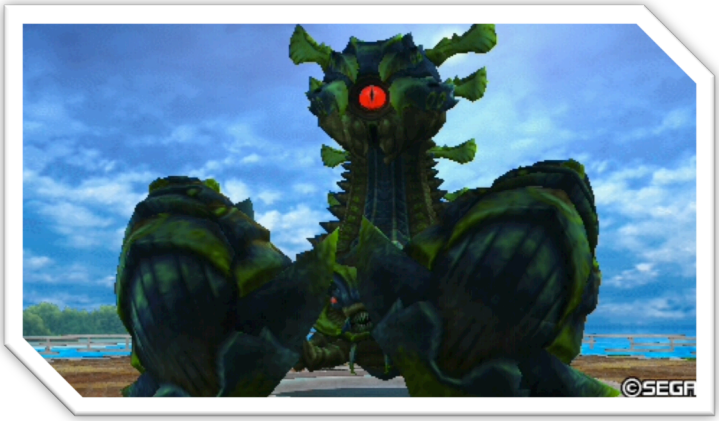
Kunoh joins your Party.

<Kunoh and Nagisa, along with yourself, head off to the Beach Resort Area.>
Kunoh: …Vasque, sorry for keeping you waiting. I know it doesn't make up for being late, but I brought allies for reassurance.
Vasque: …**<PLAYER>**? That's more than enough reinforcements. But, who is this woman…?
Nagisa: I am…
Kunoh: …confident in her own abilities, so I got her to come and help out. Don't look scared; she has **<PLAYER>**'s approval.
Vasque: I see. So long as you have **<PLAYER>**'s approval, I won't question your abilities. I am Vasque—a member of *Little Wing*'s mercenaries.
Kunoh: Forgive me for the late introduction. I'm Kunoh—also a member of *Little Wing*. It may only be for a little while, but it's a pleasure to meet you, Nagisa.
Nagisa: …Understood. Pleasure to meet you.

Vasque joins your Party.

CHAPTER 4, ACT 1 - MISSION PARAMETERS:

In this mission, mutants have somehow infiltrated the CLAD 6 Beach Resort area, and are trying to invade the City. You must team up with Nagisa, Kunoh, and Vasque to repel these invaders by activating the defensive terminals around several points across the beach. These terminals will erect a barrier shield that will prevent the mutants from advancing further to the point where they reach the city. The only problem is that the enemies can and will repeatedly attack the defensive computer terminals responsible for activating the shield. When you're not defending the terminals, a message will be displayed on the right side of the screen reading: シティの被害状況 *"Damage Sustained by the City"* along with a percentage bar next to it. While you're defending the terminals however, a guage will be displayed on the right-hand side of the screen to indicate how much damage the defense terminals have sustained. The higher the life bar is, then the better off you are. To achieve an **S-Rank Grade**, you **must not allow even one of the defense terminals to be destroyed during this mission**. At the end of the mission, you will face off with a newly introduced boss. The massive crustacean, **Giel Zorg**.



IN-GAME DIALOGUE:
<<At the beginning.>>
<As everyone runs up ahead, Kunoh suddenly stops in her tracks.>
Kunoh: Everyone, wait one moment, I'm getting a call.
<Everyone comes back to Kunoh.>
Kunoh: Emilia, what's wrong? …What? …Hm, I see. Understood. I'll let everyone know.
Vasque: You have a message from Emilia?

Kunoh: In order to keep those damned monsters from entering the city, It would seem that the emergency defensive systems have been activated all over the place. But because the last active terminal is right nearby here, it has to be activated manually.
<You look around and notice the defensive terminal.>
Vasque: So even in this day and age we have to activate the barrier manually… I was prepared, but still, this is bad.
Kunoh: Well, it can't be helped. This place was designed as a resort. They weren't expecting this sheer number of monsters raiding it. **<PLAYER>**, find the terminal quickly, and activate that barrier!
<<After activating the first barrier.>>
Kunoh: Yes! It's going to take a while to get this up and running.
<As Kunoh says that, monsters begin to approach from behind.>
<<When you begin fighting after activating the barrier.>>
Kunoh: A raid!? They just keep coming one after another…
Nagisa: They're headed for the Barrier's Computer Terminal!
Vasque: Do these things have some kind of intelligence!?
Kunoh: <PLAYER>, drive them back at all costs!
<<When you clear the area.>>
Nagisa: Alright! We prevented an invasion of the city!
Kunoh: *<Talking to Emilia>* Emilia, the monsters were headed for the barrier terminal! …What!? Understood. We'll head there now! *<Hangs up>* … Emilia reports that the barriers all over this place seem to be experiencing the same thing.
Vasque: Of course, those damn monsters are heading for the barrier terminals…
Kunoh: Emilia's activated the Emergency Rescue Teleporters for us to use to reach all the areas. Before they break through the barrier, we have to go kick them out!
Nagisa: Without a doubt! Let's go, **<PLAYER>**!!
<A teleporter opens up, and you are prompted to hurry to the next area.>
<<After coming to a large clearing in the next area.>>
Nagisa: The terminal is over there! Thank goodness, it seems to be safe.
<<During the fight.>>
Nagisa: Take them out all at once!
<<After clearing all the monsters.>>
Kunoh: All Clear! This zone has been completely subjugated. I'm counting on you for the next area, **<PLAYER>**.
<A teleporter opens up, and you are prompted to hurry to the next area.>

Kunoh: <PLAYER>, and Nagisa. There's something I want to ask the both of you. When you two were here in the resort, the mutants hadn't shown up. Is that correct?
Nagisa: Yes, that's right. They hadn't appeared up until just a short while ago.
Vasque: So, they were hidden away somewhere...? And just why can you say that for a certainty?
Nagisa: Well, that is to say… Because I just know. I don't really have a way of explaining it.
Vasque: "Because you just know"…? Your words are lacking in terms of credibility…
Kunoh: But, you say that because you feel confident about that, right? If that's the case, then we should follow your lead. So then, Nagisa. I'd imagine that you'd more than likely know the source behind this phenomenon. So how should we go about doing this?
Nagisa: ...I fear that perhaps the cause behind the appearance of the mutants is due to the presence of a certain large creature here. I believe that if we beat down said creature, this situation will ultimately be resolved.
Vasque: The ringleader behind this should be in the direction of where the majority of enemy activity is stemming from. Before the Residential Area sustains any damage, we should go bring down the enemy. ...If we keep pushing the buttons, it won't be a problem, will it?
Kunoh: Even if we disagreed, you wouldn't listen, right? If that's the case, do as you like.. I'll protect everyone's rear.

Nagisa: …So, you guys just up and believe what I say is true, just like that?
Kunoh: Mm-Hmm. On the contrary, I want to ask you why you felt it necessary to not tell us about this. I don't act on things without reason. Nevertheless, if it's a believeable reason you're after—Oh yeah, that's right... You're **<PLAYER>**'s friend.
Nagisa: ”Friend”…
Vasque: Still, this doesn't mean that I believe everything you say. But if you're wrong, we'll just have to set things straight later. From my perspective, I feel it's better to believe and be betrayed rather than not believe and be betrayed. And then, when that time comes, the actual proof that you weren't tricking us all along will come out. ***<Scoffs>*** ...That was a pointless conversation. Well then, let's go.

IN-GAME DIALOGUE:
<<After the cutscene and zoning into the next area.>>
<As everyone walks across a dock, Nagisa notices the barrier terminal isolated on an island in the distance.>
Nagisa: Look. It’s over there this time.
Kunoh: That’s an aggrivating place for it to be, isn’t it? But, on the contrary, if it’s over there then does that mean the monsters can’t easily reach it…?
Vasque: So long as the monsters are only on the shore, then yes, maybe so.
<<During the fight.>>
Nagisa: **<PLAYER>**, what’ll you do now? You’re going to have to do something quickly!
<<After the fight.>>
Kunoh: Great! A successful defense. I’d expect no less from **<PLAYER>**. The next active teleporter should be a little bit up ahead. Let’s keep going as we eradicate the monsters this way.

Vasque: Great. The current area is clear. Nagisa, you alright over there?
Nagisa: Ye, yeah. No problems here.
Kunoh: We annihilated them all without leaving one behind. It seems like we’re stopping their progression. **<PLAYER>**, Nagisa. I’d like to ask you to give it your best shot once again.
Nagisa: …Understood.

<Nagisa then rushes towards the enemy with Wynarl.>
Nagisa: …Wynarl. Why are the people here so kind to me?
Wynarl: …It doesn’t mean the people here are special somehow. That’s a normal way people act, Nagisa.
Nagisa: If that’s the case… Then what kind of facial expression should I be making?
Wynarl: Well, you do whichever one you like best. This is *your* life, after all. I’m nothing more than a bystander. All I can do is offer you advice.
Nagisa: …How should I do it? Hey, Wynarl, how do I want to do it?
Wynarl: I wonder if you remember, Nagisa. The first time you and I met, I told you. You must "find a way to be happy," I said.
Nagisa: …Yeah, I remember.
Wynarl: If you don't know what it is you should do, then you would do well to take the time to try to carefully and calmly think it over. As far as you're concerned, Nagisa, I don't know what makes you happy. I'm not Nagisa, after all, you know? So therefore, ponder over it, be anxious about it, worry over it, and then you must try to get the answer to come out. The things that one ***should*** do and what you ***want*** to do.
Nagisa: The things that I want to do…?
Wynarl: …Well, the enemy’s waiting for you. Everyone’s looking forward to the hard work you’re putting in too. So do your best,

Nagisa.
Nagisa: …Okay. Leave it to me, Wynarl.

IN-GAME DIALOGUE:
<<After reaching the next clearing with two terminals being attacked simultaneously.>>
<Everyone runs up and looks in horror.>
Nagisa: They've already begun the attack!
Kunoh: It looks like they're aiming for *both* terminals.
Vasque: Less talk, more action! Let's go, **<PLAYER>**!
<<While defending both terminals.>>
Nagisa: Don't allow either to be destroyed. Defend them both!
<<After defending both terminals.>>
Kunoh: Somehow we did it… The remaining barriers in the next area are the final ones. Let's hurry, **<PLAYER>**!
<A teleporter opens up, and you are prompted to hurry to the next area.>
<<Shortly after reaching Block 5.>>
<After coming up to a large active barrier, everyone begins looking around.>
Nagisa: **<PLAYER>**, there's a terminal over there!
Vasque: **<PLAYER>**, there's one this way as well.
<<Once you take a seat in the gun turret to defend both terminals.>>
Nagisa: If you don't hurry and do something soon…
<<After you've saved both terminals from monsters attacking.>>
Kunoh: Okay! One more left. Everyone, brace yourselves!
<<Once you reach the final terminal.>>
Nagisa: Great, it looks like the enemy hasn't found this place yet.
Kunoh: This is the last battlefront, so don't lose focus now! Let's go!
Vasque: Let me just get one thing set up in this area.
Nagisa: Vasque, are you ready? I'm sensing a large mass of enemies headed this way!
Vasque: Sorry for keeping you. I've prepared explosive mines around the terminal as a defense against the monsters. If it sustains damage from the monsters attacking, they'll detonate and the monsters will sustain damage. There isn't much time, so each can only be used once... But even so, it's better than nothing.
Nagisa: Here they come!
<<When the fight to defend the terminal begins.>>
Nagisa: The sheer number… there's so many! They just keep coming one after the other!
<<After the battle ends.>>
Vasque: Is it… over?
Nagisa: We all... are safe now.
Kunoh: ***<Contacts Emilia>*** Emilia, the enemies in the beach area have been completely routed. ...What? Understood, we will try to confirm it.
Vasque: What's wrong? Are there reinforcements coming?
Kunoh: No, it seems that we've made everything here peaceful for now.
Vasque: Then what's wrong?
Kunoh: There's a strong biological reaction a short distance off-shore from here.
Nagisa: …The culprit behind this whole incident?
Kunoh: I don't know any further details, but I'm taking us over there now to investigate further.
Nagisa: …Understood.

<A terrible, ear-piercing beastly shriek screeches through the air.>
Kunoh: …That's a creature I've never seen before.
Vasque: Yeah, this one has a vastly different appearance when compared with the creatures we've been fighting up until now. Could this thing be the culprit we were after…?
Nagisa: …Wynarl, there's no mistaking it this time.
Wynarl: Yeah, I get the feeling we're right on the money. This guy's carrying a fragment.
Nagisa: The sudden mutation that occurs when they absorb a fragment… I see now… This sort of thing happens.
Vasque: Nagisa, you can think about it later! Here it comes, so prepare yourself!

BOSS BATTLE WITH GIEL ZORG

Vasque: We were somehow able to stave off the enemy. …But what's this thing that it left behind? I feel a terrible and ominous feeling eminating from it…
Nagisa: That's…
Kunoh: …What are you waiting for? Nagisa, isn't that what you were searching for? It'd be best if you hurry and deal with it.
Nagisa: …Forgive me.
Kunoh: Why're you apologizing? It seems now you've made up your own mind on what you plan to do. Don't you have confidence in what you're doing? If so, then you should be filled with pride and push forward towards your goals.

You Obtain Kunoh August's Partner Card.

Nagisa: ***<Nagisa walks up to the fragment>*** …… **<PLAYER>**, may I ask you one thing? If what I'm doing is dangerous... And if it eventually leads me into doing something that seems like it's evil... What would you do?

	絶対に止める : I'd definitely stop you.
⇨	ナギサを信じている : I'd believe in you, Nagisa.
	どうもしない : I'd do nothing.

Nagisa: "Believe in me"…? That's a very serious thing to say…
Wynarl: But, Nagisa, ah…!
Nagisa: Don't say it, Wynarl. …I'll collect the 107th fragment. I'm counting on you afterwards, **<PLAYER>**.

<Nagisa absorbs the fragment, and once again she subsequently blacks out into a flashback>

Nagisa: ***<Nagisa winces in pain>*** … Ugh… ha… haa…!
Wynarl: Nagisa, it'd be for the best if you rested a little more.
Nagisa: …I'm alright. There are still 61 of them left. We must hurry to collect the next one…
Wynarl: How far do you think your footsteps will take you being dizzy like that? Look, just calm yourself down and have a seat right over there.
<Nagisa sits down as Wynarl gently holds her hair in his hand.>
Nagisa: … ***<Grunts in pain as she settles to sit down.>***
Wynarl: Don't make a disappointed face like that. When it's time to rest, you rest. When it's time to go, you go. You left such decisions like that to me, you know. Ahh… what a shame. Since

there's dirt all in it, it's hard keeping your hair nice and pretty, so it looks like a ghost.
Nagisa: It's no problem, I can still fight.
Wynarl: It's a BIG problem if you want to go out and do something in the open! 'Cause it's reached a level that if someone finds you, they'd report it without a doubt. No matter how lonely you get from being alone, all I can do is talk to you nearby. ...Hoo boy, I feel so sorry for you and want to cry.
Nagisa: ...Why do you want to cry? I'm not lonely at all. What's more is now I have you to keep me company at any time, Wynarl. So wouldn't you say that I have no excuse to be lonely?
Wynarl: Ah, that's right. A privilege it is, indeed…
Nagisa: So Wynarl, I want you to always be chatty. That way I can have a good time too. ...Oh, and if you can, conversations that I don't have to remember would be best. I can talk more comfortably that way.
Wynarl: Hmm, that's a pretty tall order. Um, yeah... ***<Tries to make small talk>*** Nagisa, you're a *really* beautiful person, you know.
Nagisa: That's a lie, I'm sure.
Wynarl: But I didn't have any intention of lying… Well, do you know what it means? What the real meaning of the term "beautiful person" [美人 *Bijin*] means in the general public?
Nagisa: "Real meaning"? Is there such a thing?
Wynarl: Yes there is! There is, there is! It's not a lie! …

<Back on CLAD 6 in your MyRoom.>

Wynarl: …She's so adorable when she sleeps peacefully like this. Really, it's such a shame, isn't it? Whose fault is it that it's come to this? When she met me, she had already been alone and forgot all about her benefactors. Since there's no longer any point in hiding it, I'll say it straight out. Nagisa's memories are rapidly vanishing. Likely I suspect this is one of the side-effects of her collecting these fragments. But, even though Nagisa's been forgetting her memories, she hasn't forgotten her mission. It's as if it's been etched in stone on her body, so to speak. ***<You ask Wynarl about it>*** ...Who has she received a mission from, you say? That's what I'd like to know. If I knew that, maybe something could be done... ...Ah, that's right. Would you let me use your Visiphone for a bit? There's something I want to look up.
<Visiphone powers up.>
Nagisa: *<Nagisa wakes up>* …Uh… mm… This place… ah, that's right… **<PLAYER>**'s room… Wynarl…? Where did Wynarl go?
Wynarl: … Yes! You called, Nagisa?
Nagisa: Why did you come out of the Visiphone just now?
Wynarl: I was just looking something up on there. But nevermind that. You alright, Nagisa?
Nagisa: My physical condition's fine. I'm also completely filled with vigor. ... Let's go, Wynarl.
Wynarl: …Impatient, aren't we? I think you should take things easier.
Nagisa: *<Smiles>* **<PLAYER>**, thank you for taking care of me.
<Nagisa walks towards the door and opens it.>
Nagisa: *<She whispers softly under her breath>*…… Goodbye.
<The door closes behind Nagisa>

Chapter 4, Act 1 is now clear. There are no dialogues on CLAD 6, so you can immediately move on to Act 2.

CHAPTER 4, ACT 2 - MISSION PARAMETERS:

In this mission, Nagisa is now determined to defeat you. It seems that the fight won't end until only one of you is left alive. Emilia is standing off to the sidelines, shouting and begging for some kind of way to end the fight (Her dialogue is available in this chapter). There can only be two outcomes: Either one of you dies, or it ends in a stalemate. To achieve an **S-Rank Grade**, you **must survive without defeating Nagisa for entirely 1 minute, 30 seconds**. Defeating Nagisa will get you an automatic **C-Rank Grade** and the **Bad Ending** (Available after the walkthrough of this act.)—thus, ending the game. If you want to advance to the **Final Chapter** then you must find a way to resolve the fight without anyone getting seriously hurt.

Wynarl: … Nagisa, are you really OK?
Nagisa: Yeah, I'm prepared for what'll happen.
Wynarl: You don't have to be in such a hurry, do you?
Nagisa: Wynarl, I'm sure you feel it too; the movement going on in my chest getting stronger.
Wynarl: ...But you didn't get all 108 pieces. You can't be ready now, can you? Are you alright? I still think we should do a little more searching for the last...
Nagisa: This feeling inside me is the real deal. ...Or, perhaps my body itself was the 108th fragment all along.
Wynarl: B-but…! Nagisa… is that OK? Is that *really*… OK?
Nagisa: If I said I didn't have any regrets, I'd be lying. And yet, I wanted to stay together with everyone else, I feel. I, myself wanting to become close friends with everyone was what I felt in my heart.
Wynarl: But if that's how you feel…!
Nagisa: It's wrong. And it's for this reason that I musn't let my feelings get in the way and second-guess what I must do. For the sake of everyone, I musn't be "on-the-fence" about this. ...I want you to listen to me well, Wynarl. I've decided to take all these warm memories... and end them.
Wynarl: Really, after all the pain you've gone through… you're still a blockhead!
Nagisa: You always say that. …I'm good at acting, though.
Emilia: ***<Knocking>*** **<PLAYER>**, can I talk to ya for a minute? I'm coming in. ***<The door opens and Emilia enters.>*** Sorry for barging in all of a sudden. I wanted to have a little chat with you about something. It's about Nagisa, ya see… Actually, I've been working to get all the truth out in the open. Y'know, 'bout the report on the "fragments" and stuff like that. I've been tryin' to investigate all of it. Nagisa's collecting those "fragments," yeah? Y'know, those fragments that have been accumulating in her body? Well, when she finally gets all of those "fragments"... won't she go back to the way she was before all this? Well, get a load of this in the report. It says the fragments are the "Dark Falz Fragments" that the SEED originated from. When the fragments inside her body gather together and become Dark Falz... ...What'll happen to Nagisa? Say, **<PLAYER>**. Haven't you heard anything 'bout this? No way... Nagisa's goal is to ressurect Dark Falz...? ***<The Red Alert sounds.>*** Eh!? The alarms inside CLAD 6 are goin' off again!? ...This is an alarm for evacuation of the Residental Area! Something else is happening now?!

<Emilia and you run off to the CLAD 6 Lobby and are horrified at the grim sight before your eyes.>

Nagisa: …You're late.
Emilia: Nagisa…? …Huh? …Why is everyone unconscious?
Nagisa: A dumb question. It's because I decided to take them all out.

⇨ どういうつもりだ : What the meaning of this?
無言で武器を構える : *Silently draw your weapon.*

Nagisa: If I explain it, will you understand? I'm holding a weapon in my hand. Obviously there's a reason why everyone here is lying on the floor unconscious. Is any further explanation really necessary? I don't think you're too dumb to figure it out.

⇨ 理由を問う : *Ask the reason.*
無言で武器を構える : *Silently draw your weapon.*

Nagisa: It's hard for me to say why. But so long as you want to force a reason out out of me, it's because you're very strong.

⇨ いつから考えていた : When did you come up with this?
無言で武器を構える : *Silently draw your weapon.*

Nagisa: …From the beginning. I had come up with this plan from the beginning. Ever since you and I first crossed swords that day.

⇨ なぜ、今になって : Why now?
無言で武器を構える : *Silently draw your weapon.*

Nagisa: …Enough of this jabbering! Shouldn't you be done talking by now!? Nothing you can say to me will make me change my mind! Draw your weapon, **<PLAYER>**! I'm the villain, and you're here to lay judgment upon me! So take that weapon of yours and come try to claim my life!

⇨ しかし… : But…
無言で武器を構える : *Silently draw your weapon.*

Nagisa: Grr... Alright then. I'll go after Emilia next! That will make you want to seriously hurt me, I'm sure! You better mark my words! You stubborn bastard! Fight me! And show me you can kill me! Then, everything will end... All of it; anything and everything will come to an end!!

The critical battle between you and Nagisa begins. Emilia shouts from the sidelines as the two of you square off.

IN-GAME DIALOGUE:

<During the fight.>

Emilia: You're really… going to take down Nagisa!?

Emilia: Don't do it! Don't attack her!!

Emilia: Attacking Nagisa is *ABSOLUTELY* wrong!

Nagisa: You can't avoid me forever…! *HURRY UP AND KILL ME!!!*

Emilia: Why… Why are you doing this!?!

Nagisa: …Because this is my mission!!

Emilia: Even if it's your mission, the way you're going about it is wrong!

Nagisa: I am… *NOT* wrong at all!

Emilia: You can look for another way of doing this, I'm sure of it!

Nagisa: There is no other way of doing this!

Nagisa: For the sake of carrying out my mission… I had to live!

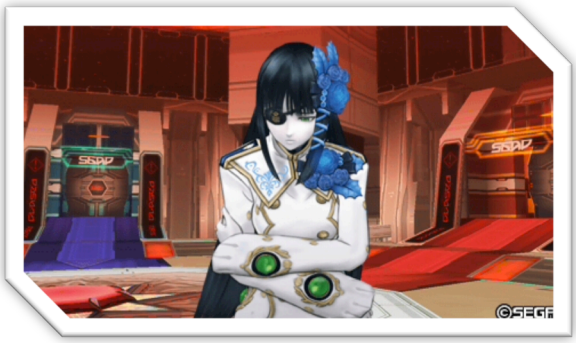
Nagisa: For the sake of dying here… I have to fight!

<Once the timer reaches 1 minute, 30 seconds, the fight will automatically end.>

Depending on the outcome of the fight, there are two things that may potentially occur…

Advance to the next page for the Bad Ending, otherwise advance to the page after that to move on to the Final Chapter. [NOTE: Playing Chapter 4, Act 2 and beating Nagisa without saving at the end, or replaying the act again will give you an opportunity to see the Bad Ending again.]

THE BAD ENDING



Nagisa: ***<Nagisa winces in pain>*** Ah... Ugh...! I'm still not... Even after all this I won't die... But... I see... You can't kill me either... You're too soft, all of you... If that's the case, then I'll take everyone's lives away! Starting with Emilia! I'll take her from you first!
<Nagisa runs towards Emilia, attempting to do her harm.>
Emilia: Huh…?

⇨ ナギサを止める : *Stop Nagisa.*
エミリアを守る : *Protect Emilia.*

<You unsheath your weapon and fatally strike Nagisa.>

Nagisa: ***<Her voice becomes increasingly softer>*** ...Yes, that's good. Finally, you aimed right at me... That is... good. Now Gurhal is... safe. ***<Nagisa's body falls to the ground.>***
Emilia: Nagi... sa...? Nagisa! Wh... why?! Why did you hit her now...!?
Nagisa: If I avoided it, I couldn't die, right...? **<PLAYER>**... took up a lot of my time, but now... it's come to an end.
Emilia: You…! You clearly did that on purpose…!
Nagisa: What... you saw through my ruse? And I thought I was good at acting... At the last minute, my acting didn't convince you, did it... Ahh... Splendid. This way, everyone's safe... My mission is... completed... The reason for my birth... and the significance of my life... is now over... I'm glad... Ahh, I'm glad... It was long... Finally... I hope I can... rest...
Emilia: Nagisa!! We need to hurry you to the medics...!!
Wynarl: …Stop right there, young lady. Don't you touch her.
Emilia: Why?!

Wynarl: Don't make a mockery of her heart's desire being fulfilled by the little bit of friendship or camaraderie that you have with her. Ah, no, pardon me... Since her body's ruined as a vessel, the darkness could jump to another person quicker than you can say "Ah". So, you'd do well not to touch Nagisa right now. *"To go collect and completely erase all of the evil intent and malice"* that the Gurhal System had become completely rife with... This was Nagisa's mission. ***<Wynarl then scoops up Nagisa in his arms as an ethereal glow radiates from both of their bodies.>***
Emilia: ***<Watches in shock and disbelief>*** Ah… Aaaah!!
Wynarl: We must have messed up somewhere along the line... I said, "I'll make Nagisa happy", but this is how it turned out. Really, I'm pissed off at my own lack of power. In spite of all that training; building up my skills for this moment... It's just about too late to do anything now. ***<Sighs>*** At least Nagisa shouldn't be lonely; I'm going together with her. We were a nuisance for you, weren't we **<PLAYER>**? Well, if possible I want you to forget about us and go live your life peacefully. That's both I and this girl's wish. ***<Both vanish into a brilliant white light.>***
Emilia: ***<Voice is visibly upset and saddened.>*** For what…? Why… Why!? Why did you have to die…!? *NAGISAAAAA!!!!*

AFTER THE ENDING CREDITS…

Emilia: ***<Sobbing.>*** Why did Nagisa… Hey, **<PLAYER>**. Why… Why did she…
Wynarl: …For goodness sake, I can't watch.
Emilia: That voice…!

<A hologram of Wynarl appears from the Visiphone in your MyRoom.>

Emilia: You… Why!?
Wynarl: I left just a little bit of my own data behind in this Visiphone. Looking at you guys' current situation, it looks like the worst-case scenario has already happened, it would seem.
Emilia: "The worst-case scenario"… What do you mean?
Wynarl: If you don't think about things on your own, you'll go dumb over time. Besides, I don't have time to talk about that sort of thing. ...But, you guys couldn't change the way Nagisa felt, could you? I can't imagine so. Still, when she attacked CLAD 6, she was hesitating. Though, had you stayed your weapon, then quite possibly... No, forget it. It was all unavoidable anyway, right? You guys weren't in the wrong for what you did. Given that time and place, I think that taking Nagisa down was the right choice to make. But... I can't help but think wasn't there *one more choice* you could've made? ...Well, I'll be seeing you two later. This place, the Gurhal system is what Nagisa defended at the cost of her very life. So be sure to go and lead fun and happy lives.

<The hologram of Wynarl then vanishes.>

Emilia: ...He just said something and vanished. It'll be a while before I can get used to feeling happy again, won't it... But, it doesn't mean that we can just stop altogether. If he says that Nagisa protected this world, then we'll have to work hard to protect it, too!

You are then given the option to SAVE [セーブをする] or NOT SAVE [セーブをしない], and resume the game.

The story resumes on the following page, assuming that you didn't defeat Nagisa and waited the fight out.

Nagisa: …Grr! Why, why won't you fight!? Prepare yourself, **<PLAYER>**! Fight me!
Emilia: *STOP!* Nagisa and **<PLAYER>**… *ENOUGH OF THIS POINTLESS FIGHTING!!*
Nagisa: Emilia…

Emilia: What are you two fighting over!? Nagisa... You better tell me why you're doing this! You're not the kind of person who does something for no reason!
Nagisa: It's all because… I planned to double-cross you all from the start and—…
Emilia: I don't wanna hear such a bold-faced lie! You better tell me the *REAL* reason for all this!
Nagisa: Ugh…!
Wynarl: …AH! This whole thing is getting on my damn nerves! Knock it off! It's time to put an end to this farce!
Nagisa: ***<Utterly puzzled>*** …Wynarl!?
Wynarl: Nagisa, you didn't follow through with the plan. Without even killing so much as a single person, you shouldn't be able to have only yourself killed so easily. So in that case... It looks like I'll make things easier for you to understand. ***<A brilliant flash of white light.>***
Nagisa: Wynarl, what're you—… ugh!? ***<Nagisa is suddenly immobilized>*** …Agh! What is… this…!?
Emilia: Nagisa! Hold it right there, pervert! What're you doing to her!?
Wynarl: ***<Slyly>*** Oh I haven't done anything in particular, now have I? I merely stimulated the fragments deep inside Nagisa's body, that's all. …For you see, the final fragment is inside me.
Nagisa: *YOU* have the fragment…!? When did this happen…!? ***<And then it dawns on Nagisa…>*** …That's right. When we were up on the snowy mountains…!
Wynarl: That's precisely right. The fragment didn't just vanish all of a sudden. You jumped to conclusions a bit too quick, Nagisa. ...Well, even if Dark Falz will be ressurected regardless of whatever happens, I know I wouldn't feel satisfied with something as simple as that, y'know? So, I had one more thing set aside for all this! *NOW, EVERYONE, MAY I DIRECT YOUR ATTENTION TO THE MONITOR!* ***<Wynarl snaps his fingers.>***

<FMV: Out of the surface of Planet Parum rises a large cubic chunk of earth. It flashes a brilliant light as ancient runes light up across its surface. The earth then crumbles away to reveal a massive, ancient space vessel that was hidden away underneath.>

Emilia: ***<Emilia stares in disbelief>*** What… is *that*…!?

Wynarl: May I introduce the crystal that I was studying during the Era of the Ancients. Its name is known as the *"Holy Ark Crowley"*. How's that? Ain't it cool-sounding? Since I'm tired of looking at Nagisa's piss-poor theatrics, I've decided to set up this grand spectacle for you all to enjoy! Dark Falz, and *Crowley*. So long as I have the power of these two, I can soon reduce this whole star system to a pile of rubble.
Nagisa: Wynarl… Just what are you scheming…!?
Wynarl: Haven't I been scheming but one thing from the beginning? If you don't know by now, then it'd be wise if you used all the time you had left to think about it.
Crouch: ***<Crouch runs up.>*** Emilia! Are ya safe!?
Emilia: Uncle!
Wynarl: ***<Chuckles>*** Oops! If we get any more spectators coming to watch, then there's bound to be problems ahead. So in that

case, we should start making our getaway. Wouldn't you agree, Nagisa?
Nagisa: WYNARL!!!
Wynarl: Ah-haha, I almost forgot that there are some people here who can't hear my voice. Let me borrow your body for just a minute, Nagisa, 'kay?

<Wynarl then takes control of Nagisa's body and uses her as a puppet.>

Nagisa: ***<Nagisa then speaks… But she uses Wynarl's distinct speech mannerisms.>*** Well now, Ladies and Gentlemen of *Little Wing*. Out of respect for the effort that all of you have put forth up until now, allow me to get right to the point and tell you exactly what's happening at this very moment. If you kill Nagisa, you will save the Gurhal System. If you don't kill her, you will doom it to its destruction. ...I can't help but wonder, was that little speech simple enough for you all to comprehend? ...Well, we'll be seeing you later, **<PLAYER>**. If you all choose to come after us, we'll be waiting for you within Crowley itself… ***<Nagisa then briefly breaks free of Wynarl's control, long enough to say…>*** … Ugh!! **<PLAYER>**!!! ***<Both she and Wynarl then vanish in a flash of light…>***
Crouch: …Shit. What the hell's goin on!? Where did that girl vanish to!? HEY, EMILIA!
Emilia: ***<Frantically>*** …DON'T ASK ME!! What *IS* this… I don't know! … **<PLAYER>**… What should I do!? ***<Voice breaks, tearfully.>*** Hey, **<PLAYER>**… What should… we do!?!?

Chapter 4 Ends. The story then resumes in the Little Wing Office.

Emilia: Uncle, are you really gonna be OK without sleeping? Even if you say it was only the blunt end of the sword, an injury's still an injury...
Crouch: Stupid! Ya think anyone can sleep in this kinda situation? We were just attacked, and now somethin' like that is all that you hafta say? Take a look around. No matter where ya look, the news is just the same all over the place.

<FMV: The Gurhal Channel 5 News Logo appears, along with Hal.>
Hal: Hi! This is the *Gurhal Channel 5* Headline News! I'm your Newscaster, Hal! Today's News, Pick-Up!

Hal: <*On the Monitor:* ***BREAKING NEWS, GIGANTIC UNKNOWN SPACESHIP APPEARS – LIVE COVERAGE***> An unidentified flying object has made a sudden appearance on Parum! The A.M.F. *[Allied Military Force]* has made repeated attempts to evoke a response from the vessel, however, the vessel seems to be standing in mid-air as if it is waiting for something. G.R.M. Corp has made a public statement disavowing any involvement in connection with the vessel appearing in the sector that is under G.R.M. Corp's control. Furthermore, it remains a mystery as to why it has appeared, and it's intended purpose continues to be unclear. This has given rise to an extraordinary level of high alert for the residents of the neighborhood as they speak out and express an increasing concern out of anxiety while holding out hope that a resolution to the current situation is quickly reached.
Crouch: If the last thing that girl said was true, then it looks like we can't leave that thing alone. If we explain the situation to the A.M.F. exactly, we could get the whole thing taken care of and just blast it out the sky, then everyone'll feel at ease talkin' 'bout it...

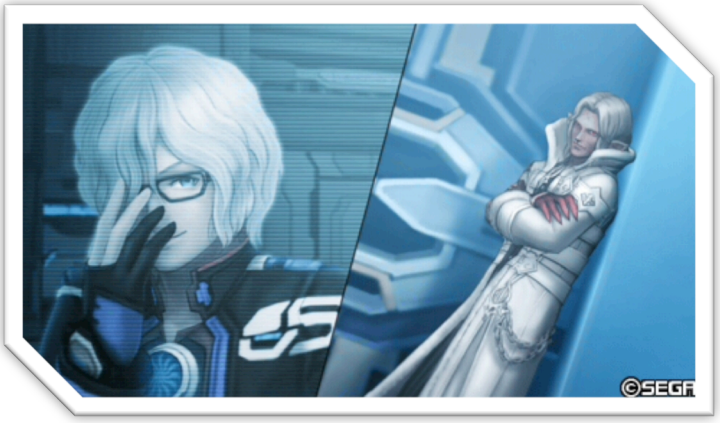
ナギサを救えない: We can't save Nagisa that way.
⇨ 容易に落とせるとは思えない : I don't think it can be brought down easily.

Crouch: Yeah... But after all the confidence you've shown us so far, you gotta be confident in interception and defense. But if that's how you feel, then we should be discussin' how to go about this. ...He said he's waiting for us, so that's an invitation to go inside. But the MyShip's no match for a ship that size. If that thing counter-attacks, then we'd be shot down, and it'd be an instant Game Over. Originally, I hadn't planned on getting into aerial combat, but...
Tylor: ***<Walks up>*** ...although even if you have the right gear set up for the job, you can't use it well in aerial combat, right? So, all you'd need are suitable piloting skills.
Crouch: Yeah, you can say that again… Who in the he—where the heck did *you* come from?!
Tylor: Please forgive my rudeness. I neglected to mention the Rogues have something of a bad habit. We often use stealth to come and go as we please.

どうやってここに？: How'd you get in?
⇨ 隠密行動？ : Using stealth?

Tylor: Ah, yes, right. We're skilled at ending things without making a scene. It's the most efficient method we have at our disposal.
Crouch: You came here in a ship that's spaceflight-ready!? You dummy, you really think nobody would've noticed…!?
Tylor: And yet, I'm here now aren't I?
Crouch: …Who the hell do ya think you are.
Tylor: Ah yes, that's right—Here, it'd be easiest if you referred to me by the name I've been going by: "Don Tylor".
Crouch: The Head Honcho of the Rogues Group...!? Ya sure don't look like it... What the heck do ya want with us?
Tylor: I was called upon for support by invitation. The person who called me was you, **<PLAYER>**.
Emilia: **<PLAYER>** …When did ya do this?

そんなことしていない : I did no such thing.
⇨ 勘違いじゃないか？ : Are you mistaken?

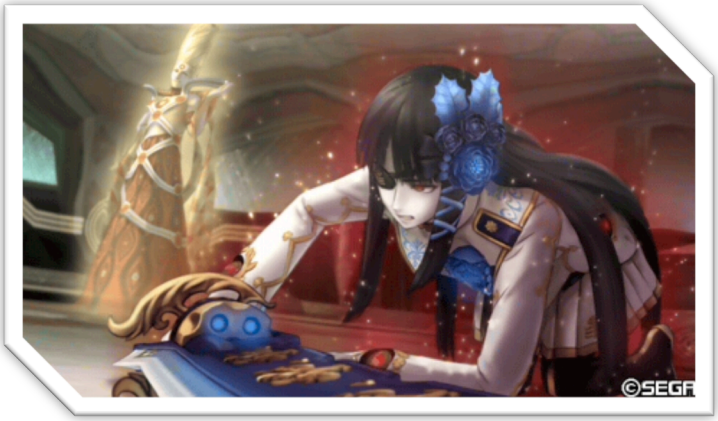


Tylor: ...Just as I thought. You don't seem to remember calling me yourself. However, even if someone forged your name on the contact notice, evidently there must be someone here who felt it necessary to call me here. ...Apparently, it would seem that my role in all this is to see to it that I bring you all to that floating vessel.
Crouch: ***<Call comes in the Visiphone>*** What the—? A call at *this* time? It's from G.R.M. Corp's Hotline!?
Hyuga: Ahh, it's about time my phone call got through. Oh? Even **<PLAYER>** and Emilia are here too. How splendid!
Emilia: Ah! You! Why're you using G.R.M. Corp's private line?!
Hyuga: …Well, that is to say…
Tylor: …Oh? You're Hyuga if I remember correctly. It's been a while, hasn't it? It's been about three years since we last met.
Hyuga: Why if it isn't Tylor! Why are you at *Little Wing*?
Tylor: What? I fear that you're in the same boat, so to speak. …It looks like you were called by **<PLAYER>** too, am I right?

Hyuga: Yes, that's right. I received a mail in regards to being asked to lend a hand in infiltrating that huge flying vessel.
Tylor: ***<Scoffs>***... You responded to a suspicious looking mail, and well, you showed up. My, what a dutiful young man you are.
Hyuga: Well now, I could very well say the same about you, Tylor.
Crouch: Hey, **<PLAYER>**... What exactly's goin' on here? The big boss of the *Rogues*, and the top head of G.R.M. Corp both say "You called us here". What kinda sick joke are you tryin' to pull here?
Emilia: "Contacted by mail"… No way! Ha—hang on a sec, everyone! Wait here a minute! **<PLAYER>**, let's go! "Where"!? To your room!

<You and Emilia run to your MyRoom and fling the door open.>
Emilia: ***<Gasping for breath>*** Since they said **<PLAYER>**'s contacting them, it should be coming through the Visiphone…! There's definitely a secret in here somewhere…
Wynarl: ***<A hologram appears out of the Visiphone>*** Hey, you two are late!
Emilia: Ah, you!!
Wynarl: Ah-ah! Wait, wait. There's a *ton* of things I wanna tell you, but I don't have time for a lengthy conversation. I only left a trace amount of data behind in this Visiphone just barely long enough to give you the time I need to tell you what I have to talk about.
Emilia: …Something that you *have* to talk about?
Wynarl: It's about the story of a girl who tries to be a big show-off and talks a big game, but on the inside she's sad and lonely.

<Meanwhile, on Crowley…>



Nagisa: ***<Weakened>*** Where is… this…
Wynarl: The interior of *Holy Ark Crowley*. If you're gonna ask how we teleported in here, I won't bother explaining it since you wouldn't understand if I told you anyway, Nagisa. Well, at any rate, things went smoothy! Now I'll get back to continuing the rest of my plan. Thank you, Nagisa.
Nagisa: Wynarl… You're … ugh!
Wynarl: ***<Taunting>*** Threatening me will get you nowhere. You'd be better off focusing your efforts on keeping that stuff inside your body suppressed. I should know! Carrying just *ONE* of those fragments is really painful, ain't it?
Nagisa: You're… planning on resurrecting Dark Falz, aren't you?!
Wynarl: A good guess, but not quite. It's like this, you see, if I don't ressurect Dark Falz, then I can't activate Crowley. ...Everything hinges on this very fact. Oh, and don't bother thinking about committing suicide or something like that. Because the very second you feel like giving up on yourself, that's when it'll consume you completely and take over. So you'd be better off if you tried your very best to stay strong. Besides... You want to protect everyone, don't you?
Nagisa: Just how do you plan on resurrecting Dark Falz…!? What is it… that you're scheming!?
Wynarl: My, my, Nagisa. Haven't I told you many, many times by now? My goal hasn't changed one bit since the first moment I initially planned it.

<Back in the MyRoom…>
Wynarl: ...And so that's why, with Nagisa's help, *Holy Ark Crowley*'s activation has become a reality, and my plan is about 80% complete. All that remains after that is the finishing touches... This is why I want to invite you to come there.
Emilia: Who says we should do this for you?
Wynarl: Well, since you put it like that—here—for this special service I've prepared a little incentive for you. ***<Smiles>***
Crouch: ***<Crouch calls on the Visiphone>*** Hey, **<PLAYER>**, Emilia! Can ya hear me!?
Emilia: Uncle? Why're you so worked up? What's up?

Crouch: This is up, that's up, everything's up. It looks like that floating vessel's starting to move now! It just barely woke up and it's movin' slow right now but... That shithead! No mistaking it; it looks like he's movin' it straight towards CLAD 6!
Emilia: Huh!?
Wynarl: ...There's your incentive. Ah, and I'll tell you this ahead of time. Do you think it'd be wise to put your own lives in danger if you so much as thought about shooting that vessel down, or some other plan like that? That ship is comprised of the best technology that the Ancients have to offer, just for the sake of keeping Dark Falz contained. No current technology of today can so much as put a dent in that ship.
Emilia: …You're saying CLAD 6 is being held hostage?
Wynarl: You shouldn't say such nasty things like that to damage my reputation. Just come on inside to where I'm at; waiting at Crowley's very core. If you defeat me, then this'll ***all*** stop. Haven't I gone far enough as to provide a means to get in contact with you? How many services do I need to provide for you to make you satisfied, I can't help but wonder? ***<Serious expression as he turns to you>*** Well then, very soon my time will be up. Are there any other questions you two would like to ask me?

⇨ ナギサは無事なのか？ : Is Nagisa safe?
本当の目的はなんだ？ : What's your *real* goal?

Wynarl: If I say that Nagisa's safe, then she's safe. Even now, she's desperately trying to keep Dark Falz at bay. She really is a brave girl, isn't she? So therefore, it'd be in your best interests if you hurry up and come save her. Now, whether or not you ***can*** save her... why that's another problem altogether now isn't it? Well, time's up. I'll see you around, **<PLAYER>**. We're waiting for you to come. Both Nagisa... and myself. ***<Wynarl then vanishes.>***
Emilia: …**<PLAYER>**. For the time being, let's head back to Uncle. At least I'll be able to make sense of all this when we get there…

<PLAYER> is now free to move about CLAD 6. Two new free missions have become available.

新造極秘の暴走重機 : Secret Rampage
飛来者の記憶 : Record of the Assault

Here, you regain control of your character.
Immediately go to the Little Wing Office and approach Crouch at his desk to advance the story.

Universe Final

私の人生の物語

"The Story of my Life"
[With me eternally]

Crouch: ***<Crouch listens to you and Emilia>***… So I guess that explains the whole story, then. …Well, **<PLAYER>**. are ya plannin' on goin'?

クラッド6を守るために : I'm going to protect *CLAD 6*.
⇨ ナギサを助けてるために : I'm going to rescue Nagisa.

Emilia: Nagisa… She was just being used all along… Just like me. So, I can't… just leave her behind.
Crouch: I'm willin' to bet that it's probably a trap. Well, in case things start takin' a turn for the worse; we'll simply destroy *CLAD 6*. You guys don't need to do this for nothing.

Emilia: It's not gonna come to that!! This place is my— …No, it's ***OUR*** home! I don't want to lose the place that I come home to... So as long as it's resting in my hands, I'll do whatever it takes!
Crouch: …Emilia. But, it'd be just the two of ya going alone…
Shizuru: ***<Walks up>*** …I'm going too.
Emilia: Shizuru…! What're you doing here!?
Crouch: …Hah, don't say dumb crap like that. Emilia's one thing, but if you get involved in this too, then the entire scholarly body of Gurhal's gonna have my head on a friggin' pike. Both you and Emilia are the most important people we've got.
Shizuru: If one person alone cannot save so much as one world with the things they've studied… Then what the hell is the point of it all? What's more, this is a means for me to atone for my past. ...All the more reason for me to do so if the Ancients are behind this.
Crouch: …But, when we're in serious trouble—
Yut: ***<Door flies open>*** We're not gonna be in serious trouble! Since *I'M* gonna be protecting everyone!
Emilia: Yut!? Didn't you go back to your village?
Yut: Yeah, I had planned on going back, but then Shizuru called me!
Shizuru: ...As soon as I took a look at the report on collecting the Dark Falz fragments, I got a feeling of sheer dread about what's coming next. …Emilia, is it safe to assume that you've come to the same conclusion?
Emilia: …Yeah. We're one step too late.
Shizuru: ...But, it's *not* over yet. You, Yut, and I, and of course **<PLAYER>** are all here. And if we're here, then I'm certain we have one more shot at saving Gurhal.
Emilia: …Of course we do! Hey, **<PLAYER>**, you feel the same way, don't you?

⇨ ああ、行こう : YEAH, LET'S GO!!
自信がない : I don't feel confident about this.

Emilia: That's the spirit!!
Tylor: ...Getting yourselves all hyped up like this won't do any good. So long as you all are going to be getting on board, can you please hurry and make up your minds?
Emilia: ***<She looks to Crouch for his approval to go>*** …Uncle!
Crouch: …Aww, shit! No matter what I say, it still won't change anyone's mind! So if that's how it is, then you all better hurry your asses up and get on board, then come right back here! Everyone *ABSOLUTELY* better come back home safe 'n sound!
Emilia: OK!
Tylor: ...Are you all finished talking? Then, let's get this show on the road. Hyuga!
Hyuga: Understood, Tylor! All preparations on my end are good to go, and all that remains now is to give the order!
Tylor: ...Ah, good. The only thing left now is to wait for the rest of you to go and get ready. Once you're done, please come aboard the *Landeel* via the *MyShip*.

When you are ready, go to the Mission Counter and accept Story Mission Chapter 5, Act 1

<Within Holy Ark Crowley…>
Wynarl: They've come… Well then, shall we get started, *Crowley*? This is the terrifying power of the ancients. What fools. Now I'll have to teach those people who are still alive just what this power is all about.

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

<High in the skies of Parum, the Landeel takes an aerial nosedive above Holy Ark Crowley, with Tylor at the ship's helm…>

Tylor: And so it begins… It's gonna get bumpy! Hang on!

Emilia: Huh…? Wait—*Wuuuuaaahh!!*

Hyuga: Don't hold anything back! Provide full cover fire for the *Landeel*'s descent!

Tylor: Thanks for the back up, Hyuga! …We're breaking through the defense line!

<The Landeel's thrusters ignite and successfully penetrate Crowley's defenses. Tylor then leaves You, Shizuru, Yut, and Emilia behind.>

Tylor: …I'm staying here to protect the ship. I'll leave the rest to you all.

Emilia: …Tylor, thank you.

Tylor: Heh… Do me a favor and save any thanks until after all of this is over and done with. …By the way, **<PLAYER>**. I'd like to ask you ahead of time. Upon your return, how many people are you planning to bring back with you?

> ⇨ ５人だ : Five people.
> …４人かも : …Four people, maybe.

Tylor: …Is that so. Understood. Until all five people are present and accounted for, I am to wait here? Alright, since you say so, make *sure* that you return with everyone.

<You all enter Crowley.>

Emilia: This is… the inside of *Holy Ark Crowley*? So sparkly… and elegant… …It's so beautiful.

Yut: But… Inside here, I feel something that's made of *pure darkness*. Not just an "evil will" or anything like that, but, something made of *ABSOLUTE* darkness… What *IS* this?

Emilia: I can feel it too… This evil feeling. Is *THIS* what Nagisa was carrying inside her body…?

Shizuru: ...If we don't keep going, then we'll never know for sure. Let's go. Nagisa's waiting for us inside, after all.

Emilia: …Right.

CHAPTER 5, ACT 1 - MISSION PARAMETERS:

It's the beginning of the end. You, along with Emilia, Shizuru and Yut finally reach the interior of Holy Ark Crowley. Your goal in this mission is to reach the center of this massive vessel from the time of the Ancients in an effort to reach Wynarl and Nagisa at the inner-most chamber in an effort to rescue her. The entire ark—while quite beautiful—is riddled with traps, and danger that lurks at every turn. There will be a number of sections that will require you to temporarily leave Emilia, Yut, and Shizuru behind to clear a trap along a narrow passageway that only you will be able to clear. The two primary enemy classes that appear in this are **Stateria** and **SEEDforms**, which of course means that you'll be fighting against **Light** and **Dark** element based enemies. Be sure to adjust your weapons and armor accordingly with these elements in mind to make your fight easier. At some point in Block 4, there will be a segment in which you must leave each member of your party in different places so that you all can stand on 4 different switches to open a boss door. There is a boss battle at the end of this act, Orga Dyran—the SEED-corrupted Dragon—will be awaiting you at the end. So just focus on making your way towards the end. To achieve an **S-Rank Grade**, you **must clear the act in a timely manner without dying**. Do your best!

IN-GAME DIALOGUE:

<<At the very beginning.>>

Emilia: Nagisa's waiting for us! Let's get to her quickly, **<PLAYER>**!

Shizuru: Stateria!? Hurry up and wipe them out, then move on!

<<After unlocking the first fence.>>

Shizuru: It looks like this is a biometic system that's attuned to detect whoever presses the switch. We'll have to take care to avoid being detected.

<<When you trip the laser beam wire, and make enemies spawn.>>

Shizuru: Ugh… We've been spotted!?

<<Entering the first room you see with a yellow blast panel on the floor.>>

Emilia: Ah, there! It's a Blast Guage recovery device!

Shizuru: So long as we have this, we can fell these monsters in one blow!

Emilia: … Hmm … ***<Emilia is lost in thought>***

Shizuru: …Hey, Emilia! Whatever you're concentrating on—snap out of it! If you were to get hurt then it would only make things even worse for us.

Emilia: …Ah, s… sorry. ..... Hmm… ***<Ignores Shizuru, losing herself in thought again.>***

Shizuru: Oh for goodness sake... It went in one ear, and out the other. I wonder what's wrong.

⇨ 何か考えごとでも？ : Perhaps she's in deep thought about something?
何か不安なことでも？ : Perhaps she's worried about something?

Emilia: In deep thought, or rather I should say... Trying to figure something out... But I haven't found the answer yet... Ummm...

Shizuru: I think it would be for the best if you stopped habitually spacing out. ...Anyway, I take it that you were thinking about a way to save Nagisa? And... you still can't figure out a solution yet...

Emilia: Argh, yes! I know, I know! Since we have so little information to go on, it seems like there's no precedent for what we're doing here... The solution still isn't clear…

Shizuru: You sure you aren't just pretending it's unclear?

Emilia: …How so?

Shizuru: As a scientist, you wouldn't want other people asking you a question with an obvious answer. ***<Walks off>***

Emilia: …Stupid Shizuru. Nagisa was just being used… I wanna save her, but… Why… can I only come up with …*one* solution? ***<Walks off>***

IN-GAME DIALOGUE:

<<In BLOCK 3: After the cutscene, and approaching two moving laser walls, with two Barta-shooting turrets.>>

Emilia: Uhh… No *WAY* am I getting through here! **<PLAYER>**, please try to do your best here!

<<After returning from the trap with the Barta-shooting turrets and reunite with your party.>>

Emilia: Welcome back! I knew ya could do it, **<PLAYER>**!

<<When you approach a narrow gauntlet of traps, and your party stays behind again for you to retrieve the key.>>

Shizuru: In here… if we don't go through one by one, it'll be risky. **<PLAYER>**, can you go first and make sure it's safe?

<<After retrieving the key at the end of the gauntlet.>>

Shizuru: **<PLAYER>**, since you went first, we were able to advance safely. Thank you.

<<In BLOCK 4: Yut walks up to notice three laser walls guarding a locked door.>>

Yut: How're we supposed to open this up!? I have no idea!
Emilia: Ah, yeah yeah. Step aside for a sec. … Um… Maybe the four of us have to go activate something?
Shizuru: Hm… There are four devices we have to activate simultaneously. Looks like the door won't open. Let's go activate each of the devices.
<<Leaving Shizuru, Yut, and Emilia to stand on top of 3 switches respectively.>>
Shizuru: Alright! I'll leave the rest of the devices to you!
Yut: I simply press the button here!? Leave it to me!
Emilia: It's scary being here alone. Don't leave me waiting here, OK!?
<<After pressing all four switches.>>
Yut: Yeah! Looks like we can keep going!
Shizuru: Is everyone alright?
Emilia: Seems like it. I guess being alone in this kind of place isn't that bad.
<<Walking down the dark corridor with black snake-like mist billowing out, after the door but before the boss lair.>>
Emilia: Uwaa— What is this!? I feel sick…! It's icky… It's really icky…!

Emilia: ***<Uneasily>*** ...Hey, **<PLAYER>**. What if it comes to this... If it were to... come to the point where it's evident that we have to kill Nagisa... What would you do? Nagisa dying is the only solution there is... But more than that, if Nagisa herself wants that too... Then what should we do?
<Suddenly, the scenery begins to distort as you all are warped from Crowley to a SEED-corrupted battlefield.>
Emilia: Wha, what the—!?
Yut: I get the feeling like this area is engulfed in absolute darkness…
Shizuru: The Dark Falz from inside Nagisa has begun to affect even the surrounding architectural structures now…? Something's coming!

BOSS BATTLE WITH ORGA DYRAN

<After the monster's defeat, just as suddenly, the scenery phases back to Crowley once more.>
Emilia: Everything's back to normal...? When we defeated that monster just now did that put a stop to the spatial distortion?
Shizuru: …Or it may have been a final warning from Nagisa. I imagine she took the form of that giant enemy to tell us not to come any further.
Emilia: …I don't… believe that! Even Nagisa should want to live… Hey, **<PLAYER>**, about my question from a while ago! If you were me, what would you do!? Just have a hand in Nagisa's death? And if Nagisa wants it to be like this then… What should we do!?

⇨ 決して諦めない : I'd never give up!
覚悟を決める : I'd prepare for the worst.

Emilia: …Huh? You said "never give up"…? …But…
Shizuru: Why do you look so surprised, Emilia? Wouldn't you have done the same thing half a year ago?
Emilia: Shizuru…
Shizuru: Even if you don't think of a way to save her, you still stood strong-willed and said you were going to save her... Didn't you save me, after all?
Yut: Yeah, no doubt! Just a little while ago, when it came to something like this you got worried and were making a gloomy-looking face, Emilia!
Emilia: …"Something like this"? That's easy for you to say, Yut…
Yut: Why? It's so simple! You said you wanted to rescue Nagisa. If so, why don't you just go and rescue her?
Emilia: …***<Frustrated>***...! ...Argh, dammit! I gotta stop going back to acting like an idiot again! ***<Calms down>*** So, what I *should've*

done was just decide to rescue her without thinking it through... ***<Smiles>*** Thanks, **<PLAYER>**. Because of you it looks like I didn't forget anything important. ...Don't give up. I won't either! Nagisa, Shizuru, and myself too... We've all just been used by people before... So I know that we're *DEFINITELY* going to save her!
Shizuru: Well, let's get going. We've still got a long way to go!
Yut: Yeah! ***<Everyone walks off>***

Chapter 5, Act 1 is now clear. There are no dialogues on CLAD 6, so you can immediately move on to Act 2.
Now on to Act 2:

Emilia: If we take a detour and cut across this structure here, the central room shouldn't be too far off… Nagisa, just hold on! 'Cause we're coming to rescue you!
<Meanwhile, at the center of Crowley…>
Wynarl: …Well now, Nagisa. I wonder if you heard that voice just now.
Nagisa: ***<Nagisa, still weakened>*** **<PLAYER>** and everyone…!? …Why, did you come?
Wynarl: So they can rescue you, they said. You should try listening to what people say. Having said that, Nagisa, since those kids made up their mind and chose to come here for your sake, shouldn't you try hard to hold out as long as you can?
Nagisa: They want to rescue me somehow… Even at the risk of their lives…
Wynarl: Ah… She isn't listening to me at all, is she…? Well anyway, right now from *your* point of view, *I'M* the enemy, right? It can't be helped, I suppose. …But, I wonder how much longer you can hold out, Nagisa? Can you hold out until those kids get here, I wonder…?
Nagisa: ***<Nagisa winces in pain while trying to tune Wynarl out>*** ……Grr……

CHAPTER 5, ACT 2 - MISSION PARAMETERS:

The *Holy Ark Crowley* has ascended beyond Parum's outer limits and reached space! It's still set on following its direct collision course with CLAD 6! You, Emilia, Yut and Shizuru press on, traveling deeper and deeper into the vessel on a rescue mission to save Nagisa who still struggles to hold Dark Falz at bay. Unfortunately for you, the SEED have made it on board *Crowley*… How did it get here? Does that matter right now? Your next goal is to wipe out all the SEED on board as quickly as you can, otherwise *Crowley* will be at risk of plummeting back down to the surface of Parum with disastrous results. To achieve an **S-Rank Grade**, you **must search every room and fully clear out every SEED pod—eliminating all 20 of them, and do so quickly before they mature to 100% and can no longer be destroyed**. When you enter a room, there will be a steadily-rising percentage guage off to the right side of the screen letting you know how much longer the SEED will take before reaching maturation. To your advantage however, you must bear a few things in mind. Firstly, the SEED guage doesn't rise until you enter a room with a SEED pod in it, so buff yourself and prepare accordingly before you enter a room. Secondly, if you come across a room with multiple SEED pods, destroying one pod will significantly decrease the SEED guage back by a large percentage, if not back to **0%**, regardless of how many pods are in the room. Use this to your advantage to buy yourself time and "chain" the destruction of each pod one-by-one. There are **8** in the 1st Block, **4** in the 2nd Block, and **8** in the 3rd Block. It should be noted that you should be very meticulous in your search for the SEED as it is ***extremely easy to miss even one***, so be thorough. In the 4th Block—the Boss area—you will have yet another one-on-one duel with Nagisa. This time, you must defeat her as there is no other way to end the match. Don't give up—You're almost at the end!

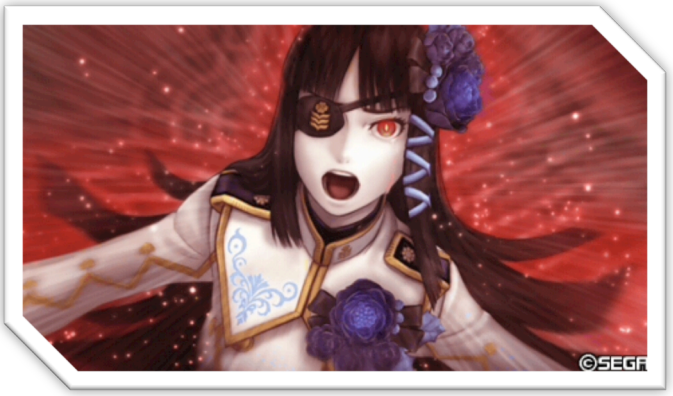
IN-GAME DIALOGUE:
<<In BLOCK 1: Emilia looks out a window and notices that Crowley has left Parum's atmosphere and entered space.>>
Emilia: Huh!? We've already come *this* far out?

Shizuru: What in the—!?
Emilia: Wha!? Isn't this… SEED!? What's it doing in a place like this!?
Shizuru: Astonishing… But this SEED is small and hasn't matured yet. If we were to attack it right now, we may be able to destroy it. Hmm? Yut, what's wrong?
Yut: I feel it… I feel it!! I can feel the evil of all 20 of them! Yep! There are 20!
Emilia: There's *that* much SEED here!? That's just too much… Since time is *not* on our side, we gotta destroy *all* of it and save Nagisa!

<Upon entering Block 2> ***<Meanwhile, at Crowley's innermost sanctum…>***
Nagisa: ***<Nagisa—still in pain—struggles to contain the darkness within herself>*** ……Mmph…!
Wynarl: Now see here, Nagisa, you're almost at your breaking point. Why don't you just give up already? It'd be easier for you.
Nagisa: …You said I should just… give up…!?
Wynarl: Heh! What's this now? And to think that up until a while ago, you *were* listening to nearly everything I said.
Nagisa: If your physical body was still here, I would chop you up into little bits…! …You traitorous bastard!
Wynarl: ***<Mockingly>*** *Oooh*, how scary. I'm glad I have a spirit body, then. But nevertheless, I'm a… traitor, am I? …Now let's not be hypocritical, Nagisa. Didn't you say you were going to betray those kids yourself? Even though you only got close to them with the intention to betray them in the first place, you weren't able to deceive them, so I had to re-evaluate my plan. What resulted from that was *me* having to betray *you*.
Nagisa: ……
Wynarl: Nothing to say? It's when you get quiet at the most inconvenient times like this, that there aren't many good things that can be said about your actions. It's because when you don't say the things you wanna say, the misunderstandings and misconstrued meanings simply stop altogether, is that it?
Nagisa: …Why should you care?
Wynarl: Aah, in spite of us being together for such a long time, seems there's still a sense of distance between us since I lied to you once or twice, huh? It's really a harsh world, ain't it? Well, if you hated me back then, then do me a favor and tell me you hate me now, Nagisa. When you found out that **<PLAYER>** and the gang were coming to rescue you, weren't you happy? Didn't it fill you with courage? Wasn't your heart moved by their spirit? When they got here, didn't you somehow feel warm inside?
Nagisa: … ***<Nagisa tries to hide her emotions>*** ……
Wynarl: ***<Sigh>*** … Still silent? I guess that means you didn't want them to come here. Even if they manage to get here, I guess it means they'll only be a nuisance to you? …Well then, how about I just use all my power to flush 'em out? *Holy Ark Crowley's* security system's perfect anyway. It'll be easy as pie!
Nagisa: …What are you planning?
Wynarl: "What", you said? Well, I'm gonna use the security system to eradicate them and—
Nagisa: ***<Nagisa unsheathes her blade!>***
Wynarl: Uwhaa!? Wait a sec, Nagisa! You sure it's OK for you to be moving like that!?
Nagisa: …Shut up...!! Don't play around with **<PLAYER>** and them like that! I won't let you... do what you want to them!
Wynarl: Wai—wait! It'd be useless to attack me anyway! I'm a spirit body, like a ghost, you know? So attacking me would be useless, right?
Nagisa: But… I *can* cut your concentration!
Wynarl: Ah, good grief! Don't you realize that if you move around like that, then Dark Falz will completely take over your body? Ahahahahaha!

<Upon entering Block 3>
Nagisa: ***<In a noticeably extreme amount of pain, Nagisa struggles to hold on>*** Haa… Haa… Ugh…! Mmph…!
Wynarl: See, now what did I tell ya? You gotta suppress it and calm down. Your fury is what's feeding Dark Falz. …Well, at any rate, just *why* are you so furious? Since you didn't want **<PLAYER>** and the gang to come here anyway, all I did was decide to eliminate

them for you.
Nagisa: ...Who said... they don't want them to come...!
Wynarl: Yeah, no one said it, but you didn't welcome them either, right? That they weren't welcome here? Better stated; you didn't want them coming here, correct? So, I'm just doing what's for the best. Why're you stopping me, I wonder...?
Nagisa: … I won't let you kill **<PLAYER>** and everyone else!
Wynarl: ***<Becoming angry>*** So if *THAT'S* what you want… why don't you answer me!? You've got a body! You've got a mouth! *OPEN IT UP AND TELL ME!* Those kids said they came to save ***you***, Nagisa! They had no other reason to come here, besides rescuing ***you!*** And yet you *STILL* don't understand!?
Nagisa: …It's not necessary for them to rescue me. I don't need… to be saved. …Because, I'm…
Wynarl: Because you were born for the sake of being erased from existence along with Dark Falz, right? What a laughable thing to say. ...If that's the case, then why did you do what you did at *Little Wing*? Why didn't you try to take *more* lives on a much *grander* scale? You left all the things you set out to do only *HALFWAY* finished, Nagisa! The reason, the *significance* behind it... Do you even ***know*** what it means?
Nagisa: …Shut up!
Wynarl: Do you want me to *TELL* you what the emotion that's been repeating back and forth in your mind is called!? It's called... "***REGRET***"!
Nagisa: …Shut up, shut up!! You don't know *anything* about me!
Wynarl: ***YOU*** KNOW NOTHING! YOU DON'T GET IT AT ALL! Because you don't open your mouth and talk about *ANYTHING!*
Nagisa: …***<A sharp pain stings her chest>*** Argh… SHUT UP, WYNARL!
Wynarl: No, I will NOT shut up! You said before you wanted me to "be chatty" and keep talking! Those were your own words; it's what you wanted me to do! Think really hard and find it, Nagisa! Deep down in your heart right now what is it that ***YOU*** want to do!? What is it that ***YOU'RE*** hoping for most of all!?
Nagisa: …*SHUT UP,* ***SHUT UP!!***



<Upon entering the next Block> ***<The group runs up>***
Yut: Look! They're over there!
Emilia: Nagisa!! ***<Emilia rushes over to Nagisa>*** Nagisa, are you safe!? Are you alright!?
Nagisa: …Why did… you come?
Emilia: Huh?
Nagisa: ***<A tear streams down her cheek>*** …I'm utterly beyond saving. You should've known that already. …So why did you come?

⇨ 助けたいからだ : Because we want to save you.
諦めたくないからだ : Because we don't want to give up.

Nagisa: …***<Gasp>***…! **<PLAYER>**…Why… Why... do you try to bring me hope like that? I should have... made up my mind... So why... do you make me, doubt myself again?
Emilia: Nagisa…
Nagisa: …It won't stop… I can't stop it…! This thing filled with rage that's stirring inside me… I can't stop it…! …That's why I'm begging you, **<PLAYER>**. Please, kill me!!

ONE-ON-ONE BOSS BATTLE WITH NAGISA

Nagisa: …Why …won't you kill me? …Why are you set on saving me…!? You know it's… impossible… So, why…!? ***<Finally, Nagisa can no longer contain "it"…>*** Ugh… … Uggh….! ***UWAAAAAAAAAAAAAAAAAAAAAAAAAH!!!***
Wynarl: …Finally, she's reached her limit. You held it for a good, long while… Well done, Nagisa.

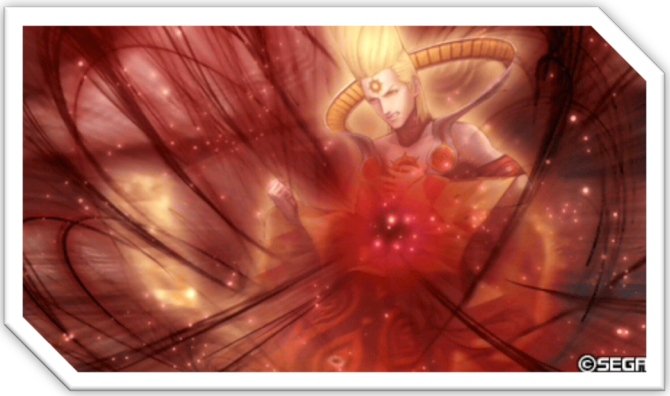
Emilia: Y… you! What have you done to Nagisa *this* time around!?
Wynarl: I didn't do anything to her. All I did was have a discussion with Nagisa. And it was about what she's always wanted. And thanks to that, she ***was*** holding in all the darkness up until now, despite the fact that she should've reached her limit a long time ago. Rather, you should be thanking me for what I did. Well now, what are you going to do **<PLAYER>**? If you don't kill Nagisa, all of Gurhal will perish! So, what is your decision!?

Chapter 5, Act 2 is now clear. There are no dialogues on CLAD 6, so you can immediately move on to Act 3.
Now on to Act 3:

Nagisa: **<PLAYER>**…! Don't hesitate! Hurry up and— …!

⇨ ナギサを救う : *Save Nagisa.*
誰も死なせない : *Allow no one to die.*

Wynarl: …So, you're *that* kind of person, huh? I'm really glad I waited. I'm really glad… that Nagisa had a chance to meet you.
Nagisa: …That's… impossible… There's no way… to do that…!
Wynarl: Why do you simply conclude that "it's impossible," Nagisa? You're still alive; even *now* you're still living. Despite that, why're you just gonna call it quits?
Nagisa: Wy… narl…?
Wynarl: I'm being honest. Everything's going to be fine. Up until now, you've been doing your absolute best. So, you don't have to hold back anymore. …I'll ask one more time, Nagisa. You can do what *ever* you want. What is it *you* want to do?
Nagisa: ***<Tearfully>*** I wa— ..I wa— …still… no… that's… no…… together again… with everyone…
Wynarl: ***<Invigorating>*** …Yes, Nagisa! OPEN YOUR MOUTH AND SAY IT! The thing you've been *HOPING* for most of all—WHAT IS IT!?
Nagisa: ***<Crying, she forces the words out>*** I don't… want to die… I only just barely found out… that there are things I can enjoy… I still… want to go and have fun… Aah… **<PLAYER>**… Everyone, forgive me… I … I … I want… to ***LIVE!*** I still… want to live!
Wynarl: YES! THOSE WERE THE WORDS I WAS WAITING FOR!! … *OVER HERE, DARK FALZ! I KNOW IT'S PROBABLY UNCOMFORTABLE BEING INSIDE A PERSON THAT HAS HOPE! I'M TAKING THE FRAGMENTS OVER HERE; COME TO ME!*
<In brilliant flash of light, Wynarl takes all the fragments, along with Dark Falz's essence into his phantasmal body.>



Nagisa: …W… Wynarl!? What are you doing!?
Wynarl: ***<Straining>*** What does… it look like? I'm gathering all the fragments into me…! Dark Falz absolutely *DESPISES* things like "Hope" or the "Will to Live"…! So if I do this, then certainly it'll come over to me! Ugh… ***<Gasp>*** … However, this sure is tough …! ...Even so, you were going through all this suffering by yourself, Nagisa. You were putting up with all of this alone...! It doesn't mean you should just go ahead and throw in the towel!
Nagisa: Wynarl…! Unbelievable… Were you planning *this* from the start!?
Wynarl: …I've said it many times by now, Nagisa. My goal hasn't changed from the very start. *"To make you happy"… That's* been my absolutely unchanged plan from the beginning! How to make Nagisa happy… This was the only thing I had my mind set on!
Nagisa: …If… If that's the case, then why… Why from the start…!?
Wynarl: You wanted me to tell you about my embarrassing plan? No way, it's so embarrassing I'd die...***<Struggling>*** Ugh... Still though... I don't mean to interrupt, but... Can you just let me go out… with style...!? Shit... in a little bit, I'm...!!
Emilia: …***<Gasp>***! … ***<Runs up>***

Wynarl: Young lady…?
Emilia: ...You gotta be strong, Wynarl! You were lying to all of us out of desperation just so you could get to this moment, after all! So, what should we do next!? What action should we take!? Tell us what to do!
Wynarl: …Haha, Young Lady. You *FINALLY* called me by my name.
Emilia: Shut up! Just tell us what to do! We don't know anything about the Ancients' technology or whatever, but we have to do *something!*
Wynarl: You seem reliable enough. …Well then, I'll leave you in control.
<In a flash of light and the sound of ancient technology activating, Wynarl passes on control to Emilia and the group>
Wynarl: *Holy Ark Crowley* … Whose coffin do you think this is? …It's yours Dark Falz… *IT'S YOURS!* This is the coffin that *I SPENT MY WHOLE LIFE BUILDING FOR YOU!!* There's nowhere for you to run… Don't you dare flee… You've been… *CAPTURED BY ME!!* I don't know whether or not you're Dark Falz for sure, but I know one thing… *YOU WON'T BE HURTING ANYONE ELSE!!*
<The sound of an ethereal hum…>
Wynarl: Well, Nagisa, this is the end… The time has come to do away with this evil being for good! …But, so long as it's you, you *can* beat him. If it's you and your friends who're doing it, then there's no doubt in my mind—you *CAN* do it. No matter what it takes, Nagisa. You've been working hard up to this very moment for the very sake of destroying Dark Falz.

Nagisa: …But, Wynarl. You're going to…!
Wynarl: *"We Ancients destroyed things that were naturally bound to destroy. So that we may entrust the future to the next generation"* ...These are the words that my sister passed on to me. Both Dark Falz and *Holy Ark Crowley* are the left-over shit from the generation that "destroyed things naturally bound to destroy". And having said that, it'd be for the best if they all just disappeared. ...What's more, bit by bit I've also gotten tired of us spinning nothing but lies. Look, aren't I speaking nothing but the truth now?
Nagisa: …Such a smart-ass.
Wynarl: Besides, I'm leaving the last part of my life's plans in the hands of you beloved people. For the longest time, I had set this wish of mine on the back-burner, but now's the time I'd like to ask you to grant me my wish. ...Well then, Nagisa. I'm counting on you.
Nagisa: …Yes, I got it. Leave it to me, Wynarl.
Yut: Nagisa… Is this *really* a good thing?
Nagisa: It's neither good nor bad. But it *is* what Wynarl and I want.
Yut: But!
Nagisa: ***<Nagisa readies her blade with Wynarl standing at her side>*** ...I don't have a single shred of doubt about this! This is what both he and I want! ...So, let's finish this! Come, Wynarl!

Emilia then leaves your party, and she is swapped out with Nagisa for the final battle against DARK FALZ DIOS.

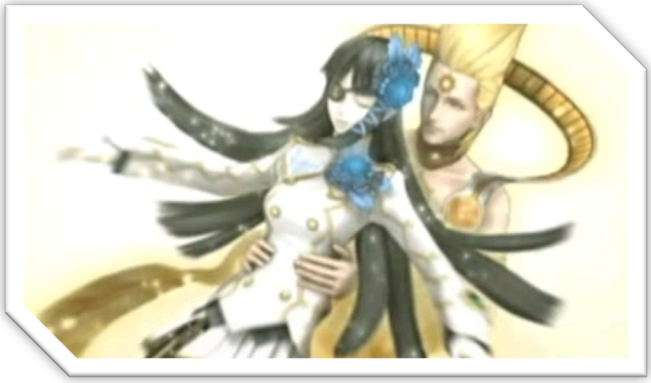
CHAPTER 5, ACT 3 - MISSION PARAMETERS:

This is it. This is what your efforts have culminated to. After aiding both Nagisa and Wynarl in their efforts to gather all 108 Dark Falz Fragments scatted all across the Gurhal system, and having subsequently rescued Nagisa from her plight, the fragments—after having finally having found their temporal host—combine to form the dreaded *Dark Falz Dios*. The fate of the Gurhal system and the entire Universe rests on the outcome of this fateful battle. Dark Falz has manifested itself before in many different star systems and eras including the Algol and Ragol systems. However, in this latest incarnation, it has taken on a new form, resembling something similar to a centaur wielding two large swords in both of its hands. This will be your toughest boss battle yet! To achieve an **S-Rank Grade**, you **must defeat Dark Falz Dios flawlessly without dying, and don't take a long amount of time in doing so, as your grade drops based on time**. The Dark Falz Dios battle is different from any other boss battle you've faced up until now. I will provide a strategic approach to this fight:

- This fight is executed across two different battlefield planes. The **Upper** and **Lower** planes. You and your group may freely shift back and forth between both planes by going to the ***Shortcut Order*** (**SELECT Button + Right / Left on the D-Pad**) to select the commands **上がれ！** ***"Ascend!"*** to shift to the **Upper** plane, or **下がれ！** ***"Descend!"*** to shift to the **Lower** plane. *Dark Falz Dios* has attacks that will knock you down to the lower plane with great damaging force, and he'll follow up with a stomping shockwave attack that will likely finish you off if it hasn't damaged you enough already.
- *Dark Falz Dios* has a devastating attack on the upper plane in which it aligns its swords pointing forward and begins gathering energy for a massive attack.
- *Dark Falz Dios* has a total of **seven** weakpoints. While damage can be dealt to the main body as a means of winning the fight in a traditional sense, damage sustained by *Dios* will be minimal at best. To maximize the damage output, you must attack all seven weakpoints highlighted orange in the following locations: 4 for each foot, 1 for the tip of the tail (which won't appear until the 2nd stage of the fight), and 2 for the chest and head respectively. To make this fight easier, it's best to start with the feet first until all are destroyed and no longer appear.
- From time to time, Wynarl's distorted face will appear on one of the orange weakpoints. Hitting the weakpoint while Wynarl's face is on it will cause extra severe damage to be inflicted on *Dark Falz Dios*.
- After destroying the four weakpoints in the feet while dealing additional damage to the boss, *Dark Falz Dios* will glow red and the battle will shift to the 2nd stage. *Dios* will be stronger, and you will have to move to the upper plane to continue damaging it effectively. The wisest course of action would be to go after the tip of the *tail* next once you finish off the weakpoints on the feet. *Dios* moves and jumps around a lot when near death. Plus its tail shoots a laser beam. If you save the tail for last, it will ultimately cause more problems for you and drag out the fight longer than necessary. The best strategy is to save the chest and head for last, since they're easily targeted.
- Worst of all, *Dios* in the 2nd stage has a "soul-linking" move similar to the *Dark Falz* of *Phantasy Star Online*, in which your body glows a transparent, red color and any damage dealt to *Dios* is directly routed to you.

Depending on your dialogue choices all throughout the story campaign of Episode 2, you will be presented with either the **Normal Ending** or the **True Ending**. If you followed all the dialogue choices pointed out by the red arrows, then you will be presented with the True Ending. Please see the following pages to view both endings.

EPILOGUE: THE NORMAL ENDING



Nagisa: ***<Nagisa's body falls peacefully and is then caught by Wynarl>*** So now… It's all over. Right, Wynarl?
Wynarl: …Yeah. That's right, Nagisa.
Emilia: ***<Tearfully>*** NAGISA!!
Nagisa: Forgive me, Emilia. You thought about all sorts of ways you could save me... but I'm sorry... that it didn't come to pass...
Emilia: WHY!? There were still so many, *many* fun things I wanted to show you! I wanted to make you happy!
Nagisa: Your idea of happiness… and my idea of happiness stood somewhat distinct from each other. That's the way it seems to be.
Emilia: BUT—!!
Nagisa: It's alright, Emilia… Right now, I'm very… happy. Moreso now than ever before, I'm satisfied. Since the day I was born, this has been my destiny... And now I was... able to fulfill it. What's more, since I met you all and worked together with you, I was able to do all the things I couldn't do up until now. All that I've experienced... now remains in my heart. ...I absolutely will never forget what few experiences we shared. Even if they're memories like this... I won't forget them. So… I don't want any of you to forget about us ...To forget that Wynarl and I were once here. So… I think it's OK to part ways like this. Well now, you all need to escape from here. We must take control of *Crowley* now. Since we can't allow it to destroy *CLAD 6*. Hey, what are you waiting for? Hurry up and go!
Shizuru: …Emilia.
Emilia: ***<Sobbing>*** …I know! …Nagisa! You're a COMPLETE MORON!!! ***<Runs away, crying…>***
Wynarl: Really, that girl is right in what she said, you know. You ***are*** a complete moron, Nagisa. I had given you one last chance.
Nagisa: I had a… chance? I didn't know that at all.
Wynarl: Eh…?
Nagisa: ...Because now, to be honest with you... I didn't know why you betrayed me and became my enemy... or what you were planning... or all the details even in the slightest. But, I *DO* know that you're always spinning lies... As long as I just knew that... Just that was enough.

Wynarl: ***<Wynarl thinks he gets it>*** *Ohhhh*… ...So you've discovered the root of all my lies... Well, since I lied so I could make you happy, it looks like I should've just kept lying like I was...
Nagisa: Wrong. That's not what I meant. ...Do you remember, Wynarl? After we went up on that snowy mountain to go get the fragment, you took the fragment and it made you fall asleep for a long while, remember?
Wynarl: …Yeah, that's right. What about it?
Nagisa: ...When I couldn't hear your voice, I felt very uncomfortable... I couldn't think about anything... I was uneasy. ...It was then that I finally noticed. Whenever I'm with you, Wynarl, that's when I feel the happiest. When it was just the two of us traveling together, there was no mistaking it—that's when I felt happy. ...So, now, I can say I'm definitely happy. At any rate, it's because I'm with you.
Wynarl: ***<Wynarl tries to choke back tears>*** …… You… really ***are*** an idiot, you know that?
Nagisa: I am?
Wynarl: And to think I hadn't noticed it either... ***<Takes Nagisa's hand as they both stand before a bright otherworldly light>*** ...Well now, Nagisa, since this'll be your first time going to our next destination, I don't know if I'll be able to escort you there but... Shall we go anyway?

Nagisa: ...Yes, let's go. If it's us two, then wherever we go will certainly be fun.
Wynarl: Yep, that's right. No doubt about it.
Nagisa: Yeah, no doubt at all. The next place we finally arrive at… will certainly be fun.

<Both Nagisa & Wynarl vanish…>

EPILOGUE: NORMAL ENDING - AFTER THE ENDING CREDITS…

Emilia: ...Hey, **<PLAYER>**, I'm glad it turned out this way. ...*Holy Ark Crowley* has vanished... We're able to go back to our normal lives... The threat to Gurhal has been eliminated... And when Nagisa and Wynarl carried out their mission, everything's... everything's... I'm sorry... No matter what I say, it can't be helped... But, I do think about it sometimes.

<Emilia sits against the window and watches as shooting stars pass by...>

Emilia: The more I think about Nagisa saying "*I want to live*", or tried to be a kinder person, could we have saved her life...? ...I still have a long ways to go. Although I've gotten my doctor's degree, I still couldn't figure out anything about a person's heart. ... Mika would laugh at me if she saw me like this. Also, Wynarl treated me like I was stupid. And to top it all off, Nagisa will never smile again... ...So, I've decided to try even harder to make Gurhal a place where people can always smile and be happy! If any problems or things like this pop up, I'm going to make sure I solve all of them! Alright! I've decided now! I've made up my mind! I'm gonna go push for the commercialization of using Subspace! I'll be able to save *EVERYONE* who's in trouble! ...Well, **<PLAYER>**, we've got no time to dilly-dally! It was Mika who brought Gurhal together, and both Wynarl and Nagisa protected it for us. So this time it's *OUR* turn to make things better!

EPILOGUE: THE TRUE ENDING

<Amidst an ethereal field of stars floats an astral realm where Nagisa and Wynarl have a discussion for one last time…>

Wynarl: How're you doing now, Nagisa? Is there any trace of discomfort left behind in your body?

Nagisa: …Thanks to you. I'm feeling refreshed. Right now I feel like I could even cut a spirit into pieces.

Wynarl: ***<Sigh of relief>*** … Looks like we were successful. Thank goodness… Thank goodness for that…! I was finally able to protect you!

Nagisa: …Wynarl, I've got a question. Why did you go as far as to do all this for me?

Wynarl: ***<Smiling, he gives Nagisa the wink and the gun gesture>*** 'Cause you're a cutie-pie, Nagisa!

Nagisa: I'm asking you seriously!

Wynarl: So you want to talk seriously, huh? Isn't it normal for a man to want to protect a cute girl? What's more, In my opinion, people become even cuter the more they smile and laugh. From there, just thought about how I'd go about saving you. ...Regardless, at long last. I finally saw to it that I'd protect you in at least one way. I think there's nothing else that's lovelier than that.

Nagisa: I see… So, you had your own mission that you carried out as well?

Wynarl: That's correct!

Nagisa: If that's the case, then laugh.

Wynarl: Only if you laugh too, Nagisa.

<Both Wynarl and Nagisa share a laugh together>

Wynarl: …Well, I should be going soon.

Nagisa: Leaving already?

Wynarl: It's been long enough. Since even in ***this*** body, I've been made to go through all manner of wonderful experiences...What I mean is... From here on, I don't wanna *see* you get in trouble, Nagisa. I mean that literally.

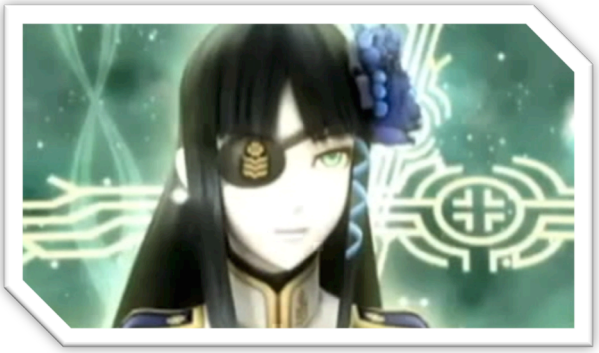
Nagisa: ***<Turns her back to Wynarl>*** Well that's fine then. I was getting sick and tired of it too.

Wynarl: See you later, Nagisa.

Nagisa: Right.

Wynarl: …What's *THIS* all of a sudden!? After all is said and done, you're not gonna let me see you shed so much as one tear?

Nagisa: Don't ask me to express such emotions like that.



Wynarl: Heh! …So stingy. …Well then, I'll be heading on my way soon. You take care now, my beloved Nagisa.

Nagisa: Right.

Wynarl: You're not gonna be sad?

Nagisa: Right.

Wynarl: …Not gonna be lonely?

Nagisa: Right.

Wynarl: …You gonna be alright by yourself?

Nagisa: ***<Getting frustrated>*** I'll be fine, so just hurry up and go!

Wynarl: Well *ALRIGHTY* then! So, farewell, Nagisa! ***<Vanishes>***

Nagisa: …! ***<Turns around and gasps… She extends her hand to confirm that… Wynarl's gone. She then lowers her head and cries.>***

Wynarl: ***<Wynarl rests his hand on Nagisa's head to comfort her>*** Oh, for goodness sake... Even up to the very last moment, you're such a difficult girl, aren't you... Have a fun-filled life, Nagisa... From here on out, this is the story of *YOUR* life...

Nagisa: ***<Finally, a single tear rolls down her cheek for Wynarl to see>*** …Thank you. ***<Wynarl then fades away before Nagisa's tear-***

filled eyes as the two finally part ways… Shortly thereafter, she regains consciousness on Crowley>

Emilia: Nagisa… are you alright?

Nagisa: ...What are you worried about? I'm alright. I've settled down safely now, since Wynarl protected me. There's no time for us to act like fools. We have to escape. There's no need to worry anymore since the collision course with *CLAD 6* has already been undone. ...The Ark is will simply fly far away now. Taking the link to the source known as "Dark Falz" along with it. So having said that, we all should go back to the place where we *ought* to be. ***<She runs off>***

EPILOGUE: TRUE ENDING - AFTER THE ENDING CREDITS…

Nagisa: ***<Nagisa monologues to herself in the hopes that Wynarl will hear her>*** Afterwards, once Crowley's whereabouts were confirmed, I secretly left Little Wing. I left without telling anyone where I was going. ...There was nothing left there for me in that place anyway. Because I was considered an assailant for my actions, I was just being a nuisance to everyone. There was a bit of loneliness I felt there, but it couldn't be helped... So, I went on a journey. I did it in order to retrace the long journey I went on with you. My reasons are twofold. One being that despite having overlooked it up until now, I've decided I'll go see all the beauty that Gurhal has to offer. ...The other being that I'm going to expose your lies. You're a liar. So therefore, I can't believe the things you say. You saying "*Farewell*" was probably another lie of yours, I'm certain. And, I'm stubborn. I've now learned that giving up is a bad thing. ...If I don't give up, then my wishes will come true. I'm alive now for that reason. So, I believe you're here. On this very day at this time, you'd be here without fail... ***<As Nagisa walks through the Relics, she has a flashback with her and Wynarl in the Denes Relics>***

Wynarl: Nagisa, when's your birthday?

Nagisa: Birthday? What's that?

Wynarl: We'll have to start from there… From the looks of things, I'd say you don't remember the date. Well then, why don't we make your birthday the day you and I first met? In other words... ***<The flashback ends>***

Nagisa: …Today. …Hmph! You'd promised we'd come here every year on my birthday without fail. In spite of that, obviously that was a lie too…

Emilia: It's *NOT* a lie.

Nagisa: ***<Turns around in disbelief>*** …!? **<PLAYER>**, Emilia!? What are you two doing here?

Emilia: Do you think it's just the two of us? ***<Everyone Nagisa has met from Little Wing shows up behind Emilia>***

Nagisa: …But how…?

Emilia: We were all left a message in the Visiphone asking us to please be here on today's date. ***<She shows Nagisa the letter>*** …Here, take a look. This is a letter addressed to you, Nagisa.

Nagisa: …***<Nagisa gasps… then suddenly flashes back to a conversation she remembers with Wynarl.>***

Wynarl: Yeah, Nagisa, your birthday is a day you can receive presents. What would you like? Tell me anything.

Nagisa: …I don't need anything.

Wynarl: ***<Sigh>***... You say you don't want anything... But, there's at least one thing you want, right? Like some pretty clothes, or glittering jewelry...

Nagisa: No, not especially.

Wynarl: Good grief! It doesn't HAVE to be an object, so isn't there ANYthing you want? Your day of celebration is going to be empty!

Nagisa: Seems that way... Well, so long as you're forcing me to say it, what I want are friends.

Wynarl: Eh?

Nagisa: Since I have you here now, I'm not lonely. But whenever I'm by myself, I've always been lonely. So, I want to have friends.

Wynarl: …Hmm. Well, obviously I can't ***make*** people.
Nagisa: So that's why I said I don't want anything.
Wynarl: Ah, but, I'll certainly do SOMETHING! Until then, I'll talk with you for 100 friends' worth!
Nagisa: Don't tell such ridiculous lies like that. If you can't do something, just say you can't do it.
Wynarl: ...But I *CAN* do it! So long as I'm doing it to make you happy, I'm sure I'll show you that I can pull this off! ***<Once again, the flashback ends>***
Nagisa: ...***<She gasps and as she tries to hold back her flowing tears, Emilia runs towards Nagisa with arms extending to embrace her as everyone else smiles cheerfully at her...>*** ...Yes… I see, Wynarl. You… weren't a liar after all…

<PLAYER> is now free to move about CLAD 6. Two new free missions and two new extra missions **[side stories]** have become available.

聖域の回廊 : The Sacred Corridor
終焉の銀河 : The Galaxy's Demise
EX [Side Story] ハルの突撃リポート : Hal's Assault Report
EX [Side Story] 時空を超えて : Transcending Space-Time

Welcome to the **End-Game** of ***Phantasy Star Portable 2 Infinity***. Now that you've completed **Episode 2** of the Story Mode campaign, there are now a wide array of options made available to you. Most noteworthy are the following:

- **Movie Viewer :** The Movie Viewer in the ***Little Wing*** office is now available in Episode 2. However, note that it only plays the FMVs from **Episode 2**. You must go to **Episode 1** if you want to see the FMVs from that story campaign.
- **EP2 Free Missions / Side Stories :** All **Episode 2 Free Missions** and **Side Story Missions** are now available.
- **EP2 Clothes :** New clothes have been made available with the completion of each chapter successively.
- **Hard Mode :** Story Mode now has a **Hard Mode** campaign available from the Mission Counter. Completing all story missions on **Hard Mode** will cause **MUSIC DISC 50** ***"Rose Confession"*** to become available for purchase. This song was originally Red Ring Rico's theme from *Phantasy Star Online*, but is currently used as the ending credits theme for **EP. 2**.
- **MUSIC DISCS :** Music Discs **#01 – 20**, and **#28 – 49** are now available in the **Style Shop**.
- **Story Mode Select :** All of the individual acts and missions from Story Mode are freely available to you now.

From this point, you return to the **Title Screen** and regain control. Before ***moving on to any Mission / Side Story***, there are **3** characters to speak with on CLAD 6 for the purpose of developing the story. **Emilia, Nagisa, Yut, Crouch, Nagisa, Yut (x2), Ursula** (In that exact order):

Emilia: Mika and Wynarl were from the same era of the Ancients, yeah? But even so, stuff like their speech mannerisms were completely different, weren't they?
Nagisa: I've never seen this "Mika" person before, but I can say with confidence that Wynarl was amusing. He was an eccentric; no doubt about it.
Emilia: 'cept that he was perverted to me. But, somehow that may have been the same "eccentricity" you meant about him.
Nagisa: Did that "Mika" person have a "joking" kind of personality like he did too?
Emilia: No, she wasn't like that at all, but... How shall I put it... As far as their personalities go. I think they were probably alike deep down inside... Hey, **<PLAYER>**. Don't you think so?

似ていたと思う : I think they were alike.
まったく似ていない : They were *entirely* different.

Emilia: I know, right!?
Emilia: Eh? I say they *were* alike! They were *ABSOLUTELY* alike!
Emilia: The way they thought about things... Or their ideological aspects... When you come right down to it, I believe their psychological make-up was... completely the same as one another, I think.
Nagisa: Hmm… If it were possible, I would've wanted to meet her.
Emilia: ***<Emilia has a cheeky grin>*** Ah, but aside from that, they were completely different. Mika was *VERY* polite, didn't make a fuss, and acted like an adult, you see.
Nagisa: ***<Nagisa crosses her arms, fuming>*** …Hmph. Wynarl was too. He was polite and courteous as well!
Emilia: ***<Becomes defensive>*** …Mika could show the kind sensitivity of an adult, and when times got tough; she'd be strong and encourage you! She REALLY WAS a good person!
Nagisa: But, Wynarl worried about me. Even if he DID spin lies, and did so thinking of my behalf, I can say that generally speaking he DID act like a kind adult!
Emilia: …Grr…
Nagisa: …Grr…
Emilia: Hey.
Nagisa: **<PLAYER>**, which side do you think…
<You walk away, not wanting to get involved in the argument between the two.>
Emilia: …Wha! *HEY, DON'T YOU RUN AWAY!*
Nagisa: You will **NOT** escape! *I **WILL** FORCE AN ANSWER OUT OF YOU!*
<Nagisa runs after you in hot pursuit.>

Emilia: Nagisa, how are you? I know Wynarl's been gone for only a short time but are you starting to settle in?
Nagisa: ***<Smiles>*** Yeah, it's not a problem anymore. Even though he's not here anymore, I've got friends now. What's more is that I'm not surrounded by bad things either. Thanks to Wynarl taking the Dark Falz fragments away from me, bit by bit, the haze swirling around my head's going away.
Emilia: So you mean… your memories are coming back now?
Nagisa: I wouldn't quite go as far as to say that. It's just things like words, and fragments that are resurfacing. *"Illuminus"… "Howzer"… "Experiment"… "The origin"*… Things like that are what I can recall.
Emilia: *"Howzer"* you said… This "Howzer"… And "Experiment"… Somehow I just get a bad feeling when I hear those words.
Nagisa: I know. Even though I left *that* situation in my past too, I'm imagining there were gruesome things that went on. ...Otherwise, my body wouldn't be as powerful as it is.
Emilia: So that's…

Nagisa: What? There's nothing for you all to worry about. Wynarl said: "From here on out, it's *YOUR* story." Whatever happened in the past doesn't matter anymore. I'm going to live to my heart's content now.
Emilia: …Nagisa.
Nagisa: It's "Adelheid".
Emilia: Huh?
Nagisa: From the time I was adopted and taken in. That's what my memories from that time are saying to me. My name is known as "Nagisa". My additional name is known as "Adelheid".
Emilia: You remembered your name!? Well, what about your surname!?
Nagisa: …I've already said it once. But having said that, that's all in the past now. When it comes to me, I'd like to be called nothing else but Nagisa. …Talking at length like this sure works up a thirst, doesn't it? How about we go get something to drink? ***<Nagisa walks off>***
Emilia: "I've already said what my surname was"… Huh!? Wait, Nagisa, that's—!
Nagisa: ***<Smiles, and remembers what Hyuga said>*** From here on, we shouldn't talk about my past. Besides, certainly hasn't it been said: "I'm attracted to the more mysterious side of women"? ***<Nagisa walks away>***

YUT DIALOGUE (#1):

Emilia: Yut, I know you're always here, but are you sure it's alright leaving everyone in your village behind?
Yut: Yeah! Since almost everyone who was scattered has come back, the village has been fixed, and the village elder told me to go and come back.
Emilia: The Village Elder? Why's that?
Yut: Hmm… I dunno if I'm saying this right but… he said: *"GO FIND YOU A 'BRIDE' AND BRING HER BACK"*
Emilia: ***<A look of utter shock>*** Bah!! …A br… a bride!? What do you mean!?
Yut: *"YUT, BECAUSE YOU ARE AT A GOOD AGE, YOU MUST FIND A BRIDE SOON"* he said. *"ARE THERE ANY PEOPLE YOU FELL IN LOVE WITH AT FIRST SIGHT"* he may have said. I didn't understand too well but for the time being I just nodded my head and was told to *"GO!"*
Emilia: ...You... You idiot! You were told to bring back a ***bride***! Do you... have any prospects?
Yut: I don't understand too well, but I'm sure it'll be fine! You and everyone else are gonna help me, right Emilia?
Emilia: Huh, *HUH!?* Uhh… "Help you", you said…? No way… Your search for a bride?
Yut: You aren't gonna help me? Is looking for one going to be hard to do?
Emilia: Uh, Ummm…. It's difficult, or rather... Maybe I should say that it'd be no use if *WE* went looking for one...
Yut: ...Hm... Emilia, don't lie to me. Fine then! I can try to go look for one by myself! ***<Yut runs off>***
Emilia: Ah! Wait, wait a sec! Just where do you think you're gonna go look!?

CROUCH DIALOGUE:

Yut: Crouch!
Crouch: Oh, what's up Yut? Are ya searchin' for sumthin'?
Yut: Yeah, I am. Even though it seems like Emilia knows something, she won't tell me. So I've stopped listening to her. So Crouch, tell me. Where is a "bride"?
Crouch: Wha…?
Yut: I said Bride, ok! Bride! Where is this thing called "bride"!? *WHERE IS BRIIIIIIDE!?*
Crouch: Wai, you, what the hell are ya tryin' ta say in such a loud voice!? Bride… Who's bride!?
Yut: A bride is a person's possession? Sooo, where's Crouch's bride?

Crouch: ...Mine… … Mine… is gone.
Yut: I see, then Crouch will also search for the next bride with me!
Crouch: "Next one"… What's with you…
Yut: What? If you lost it can't you just find another? If I lose a weapon, I'm grateful to the previous one and try hard with the new one. That way, the previous one will surely rejoice. The "me" that was with it would have to be happy if I get stronger. And so, while thanking the previous bride, search for a new one, then try hard with it. That way, I think the bride you lost will also rejoice.
Crouch: ……! ***<Grunts>*** …You… don't really understand what it means, do ya?
Yut: Understand what?
Crouch: …Nevermind. Your bride ain't here, boy. Go away and ask someone else.
Yut: Hmm, I see. Well then, see ya later, Crouch! ***<Runs off>***
Crouch: ……Honestly. ***<Turns to you and stares>*** What're YOU gawkin' at!? *GET BACK TO WORK!*

NAGISA DIALOGUE:

Yut: Nagisa, I have a question! Where is my "bride"?
Nagisa: …Bride? It seems like I've heard of that before…
Yut: Then you know where!?
Nagisa: Please wait a minute. "Bride"…? Bride… Umm, what was the meaning of that word… Perhaps… Seems like it's a word to describe someone… On top of that, it's used for women…? …No, I just remembered. "Bride" is a word used for women which means a counterpart in a relationship.
Yut: ***<In deep thought>***… What does that mean?
Nagisa: Actually, it's a rival. It might be safe to say it's a word used for a woman that you have trained and studied with.
Yut: I see! That's why the Elder said to bring one back! To gather strong people together! So, is Nagisa my bride?
Nagisa: …Well, I'm not so sure about that. It hasn't been many days since we met, and we haven't studied much together. Isn't there someone who fought together with you during the subspace incident that would be more suitable?
Yut: ***<In deep thought>***… Hmm… I see! I got it, thanks Nagisa!
Nagisa: There's no need to thank me. It's refreshing to have remembered one more thing. ***<She notices you staring at her, smirking>*** …? What's wrong, **<PLAYER>**? Why do you look as if you're about to laugh?

YUT DIALOGUE (#2):

Lumia: ***<Image of Lumia appears on the Visiphone>*** Hello, this is Lumia Waber of the *GUARDIANS* General Division. …Oh, if it isn't Yut. What's going on?
Yut: Yo, Lumia! You're my bride!
Lumia: …Huh? "Bride"… *BRIDE!?* …*HUH!?!?*
Yut: If it's you, no one should complain! I want you to come with me to my village!
Lumia: Hey, hey! W, what are you saying all of a sudden!? Bride…? Where did *THIS* come from so suddenly!?
Yut: So, Lumia isn't my bride? …Alright, then become my bride!
Lumia: Eh, *EEEEHHHHHH!?* No, but, it's so sudden…
Yut: Why? It's not sudden at all! You fought together with me, right?
Lumia: That's… true, but… I wasn't prepared emotionally…
Emilia: ***<Emilia shows up in the MyShip>*** Ah, Yut, there you are! Some letter for you was delivered. Seems like it's from the Kasch Village.

Yut: From the Village? …Oh, it's from Hina.
Emilia: Hina? Who's that?
Yut: She's my childhood friend. Her body is weak, but she's *REALLY* smart! ***<He squints his eyes in an effort to read the letter>*** *"Yuut, ho..w.. are… y…ou…"* …This is hard. Emilia, read it for me!
Emilia: …You can read it by yourself! Whoah, look at this handwriting! Uhh… *"Yut, how are you? I'm doing fine, but it's been lonely since you're not here lately. The Elder said you were looking for your companion. Are you still searching? Whoever it is, I think the one you choose will be a good person. So I want to meet her soon. However, if you're together with someone I'll feel kind of lonely. But that's my problem, so please don't worry about me. Anyway, when you come back, please tell me lots of fun stories."*
Yut: …I wonder why Hina suddenly wrote me a letter?
Emilia: Ugh… What's wrong with this guy? Yut, take this letter and return to your village once more. If you take that "Hina" girl with you to see the Elder, everything will be solved.
Yut: …Really?
Emilia: Really. Go on, get ready quickly! Hina is waiting for you!
Yut: Al, alright! ***<Runs off>***
Emilia: Jeez…
Lumia: ***<Still on the Visiphone, lost in thought>*** Hmm… But… Yut doesn't seem like the kind of person to lie… He really must have meant it… If so, then I… ***<Looks up at the screen>*** Uh, um, Yut! …Huh? Where's Yut?
Emilia: Oh, so it was Lumia that Yut was speaking with. He just left to return to his village. Maybe he'll be back shortly, but did you need him for something?
Lumia: He went back to his village… Eh!? What the…!? But he asked me about being his bride… What happened to that?
Emilia: ***<Snide face>*** Ooh, if that's it, then it's already been solved. Well, I'm hanging up!
Lumia: Huh!? W, wait—!! ***<Gets cut off.>***

YUT DIALOGUE (#3):

Yut: Hey, **<PLAYER>**! As usual, Emilia was smart! Before coming back here, I took Hina with me to see the Elder! He nodded, rejoiced, then *EVERYTHING* was solved! Hina seemed really happy, too! Everyone rejoiced! I still don't understand what a "bride" is, but it must be good since everyone's happy!
Emilia: ***<Enters the MyShip>*** Oh, Yut, you came back! How was it?
Yut: It was just like you said! Everything was solved and everyone rejoiced!
Emilia: Of course, of course it was! Even so, you're too thick-skulled…
Yut: "Thick-skulled"? What's that? …Oh, hey, I brought a letter for you from Hina. Here.
Emilia: Huh, what's this about? *"Thank you for everything. From here on, he may cause more problems, but I'm entrusting him to you."* …Hmm, it seems like such a waste, her being with you.
Yut: Hm? What are you talking about?
Emilia: ***<Devious look>*** Or maybe she's just right for you, you lady killer.

Ursula: ***<Sigh>*** … Oh, I'm sorry, **<PLAYER>**. How rude of me to let out a sigh in front of you. Well, I hope you'll forgive me this once. Even though I sit on a soft chair every day, I have to deal with that hard-headed board of directors. I guess it can't be helped. ***<Sigh>***…
Crouch: Hey hey, you're not being a burden to **<PLAYER>** now, are ya? If you're only gonna sigh there, then I told ya that you should just quit!
Ursula: …That's easy for YOU to say! If I, the boss, quit, what will happen to *Little Wing*?

Crouch: I'm gonna take care of it, of course!
Ursula: ***<Looking doubtfully worried>*** …Can you really do it?
Crouch: It's not a matter of can or can't. I'll do it.
Ursula: You'll have to respond to and handle the pressure of accusations from the *SKY CLAD* main office. Is that OK?
Crouch: That goes without saying.
Ursula: ***<Stern look>*** That's impossible, no way you can do it!
Crouch: …Ursula, let me say one thing. Think about your *OWN* happiness for once.
Ursula: My own… happiness?
Crouch: Yeah, that's right. Not the company's or your friends'. Your own.
Ursula: This is a home where many come back to! If I don't protect it, then who…
Crouch: Protecting a home is a man's duty.
Ursula: ***<Shocked>*** Crouch…
Crouch: Psh, guess I gotta say it more simply. I'll be fine… So ya gotta think more about yourself. Think of what *YOU* wanna do.
Ursula: ***<In deep thought>*** What I want to do, huh…? Well put, Crouch. But even though you said something impressive, it won't look good if you can't take care of the job yourself.
Crouch: Hah! I'm sure it'll be easier without a certain someone orderin' me around.
Ursula: Hehe, I guess you're right. …Alright, it's decided! I'll quit *SKY CLAD!* Crouch, it's up to you from now on!
Crouch: Yep, leave it to me. …Ah, wait a sec. I forgot to say one more thing.
Ursula: What! I really wanna knock down that big-headed oaf!
Crouch: Your home is here. Don't forget that, Ursula.
Ursula: …That goes without saying! ***<Walks off.>***
Crouch: Phew, honestly, she was really determined… Sorry you were troubled, **<PLAYER>**. That lady's had a bad habit of puttin' herself last since I can remember. Really, it ain't fashionable to be selflessly devoted these days. She could at least show a *LITTLE* weakness somethings. Seriously… Ah, it's just too much! ***<Walks off.>***

At this point, you may advance to the Side Story missions of Episode 2.
To do so, go to the Mission Counter and select:
Extra Mission [エクストラミッション] ➔ CLAD 6 [クラッド６] ➔ Side Story [サイドストーリー]
The two missions will be available there.

SIDE STORY 1

ハルの突撃リポート

"Hal's Assault Report"

<FMV: The Gurhal Channel 5 News Logo appears, along with Hal.>

Hal: Hi! This is the *Gurhal Channel 5* Headline News! I'm your Newscaster, Hal! Today's News, Pick-Up! ***<Transition to Castle Ohtori…>***

Hal: Today I've left the studio and flown out to the Celestial Festival grounds on Neudaiz! This year is the year in which the *"Great Holy Light Festival"* occurs once every 30 years! It's said that due to the Legendary God-Beast known as "*Yaoroz*" making its arrival to this place, there is a strange sense of ecstasy that pervades the air here! There's an oral tradition passed down that states that those who've fought against *Yaoroz* and won can receive good fortune in their lives. So now due to the amount of people who want to challenge *Yaoroz* to a battle, the festival grounds have become utterly jam-packed with people!

Ethan: ***<Meanwhile, you reunite with some familiar faces...>*** So if we come out on top in this race, we can challenge Yaoroz… right? Sounds interesting! Alright then, **<PLAYER>**, and you guys! Let's go give this challenge a shot!

Hyuga: It seems that there's a legend that says whosoever wins against Yaoroz can be bestowed with prosperity, I hear. Just me spending time with stunningly beautiful and dazzling women... Something like that would be my own idea of "prosperity". I've become quite interested in this Yaoroz Race.

Karen: Well, Hyuga's personal motives aside... Yaoroz only makes an appearance once every 30 years. We musn't let the opportunity to have an audience with the God-Beast slip through our hands.

Ethan: Right! It's decided then! ***<The group runs off, and they're soon intercepted by Hal…>***

Hal: Hi! I'm *Gurhal Channel 5*'s newscaster, Hal! Are all of you going to participate in the Yaoroz Race too?

Karen: That's the plan, but… What do you need with us?

Hal: I was conducting an interview for the audience here at the Great Holy Light Festival, and your team turned out to be the number one pick to be in this year's Yaoroz Race championship! So I've decided to have you all take me along for the ride so I can do my report on the Legendary God-Beast Yaoroz! So how about it? Do you all feel confident that you'll win!?

優勝するつもりだ : I'm planning on winning.
…自信がない : …I'm not too confident.

Hal: What an encouraging thing to say! After all it's just a rumor that you were picked to win! This report's going to be all the worthwhile, I'm sure!

Hal: How modest of you! You don't believe that your team will win! I'll make sure to be steadfast in my reporting, too!

Hal: ***<Fanfare plays, poppers shoot out confetti>*** Oh! That Fanfare…! At last, the Great Holy Light Festival's annual event—the Yaoroz Race—is due to start! This event only takes place once every 30 years! This will be a race to remember! Which team's going to lay claim to victory!?

Karen: Are you guys good to go?

Hyuga: Yeah, anytime.

Ethan: Yeah, leave it to me! Alright, **<PLAYER>**! Let's go win this!!

SIDE STORY 1: HAL'S ASSAULT REPORT - MISSION PARAMETERS:

After enjoying some peace and tranquility in the time since Dark Falz Dios' defeat, we come upon the annual event of the *Great Holy Light* where it is said that the God-Beast *Yaoroz* makes its appearance at the top of Castle Ohtori on Neudaiz, and whosoever should defeat it will be bestowed with good fortune and prosperity. Not wanting to be left out, you decide to tackle the challenge with your old friends Ethan Waber, Karen Erra, and Hyuga Ryght, along with *Gurhal Channel 5's* newscaster Hal tagging along for the ride to provide coverage for the folks watching the event at home. Because of the grand scale of this event, there's been a rather large turnout ranging from Emilia and the gang, to Crouch, Ursula and Chelsea cheering you on from the sidelines. Why, even the Vol Bros. have shown up! The nature of this event involves you testing not only your battle prowess, but your intellect as well with quiz questions to answer. To achieve an **S-Rank Grade**, you **must successfully navigate your way through the Yaoroz Race event making little to no mistakes as you race towards the end before any of the other teams arrive—and do so in a timely fashion**. The Yaoroz battle—while similar to the Dark Falz Dios battle in some respects—still retains a level of uniqueness about it. It may not seem clear as to why at this moment, but I will provide a strategic approach to this fight as you approach the battle in the following pages. Here is a rundown block by block of what you can expect to face in this event:

- **BLOCK 1:** The event begins in the interior of Castle Ohtori. There are locked fences with keys that are guarded by Machinery-class monsters like Sinows and Garanz and the like.
- **BLOCK 2:** After a brief interlude with Hal, you're now outside the castle. A lot of sections will be closed off and you will have to use jump pads as a means of travel between sections. There will also be sections in which you have to man gun turrets to not only defeat monsters, but to shoot a rotating panel in the distance until it turns green in order to unlock the gate to advance.
- **BLOCK 3:** After a brief meeting with Emilia and the gang, you happen upon a food cart operated by the Vol Bros. Due to the outrageous prices of their items, it's not worth buying anything. You will however be confronted with your first quiz portion of the Yaoroz Race (To see the right answer, read the in-game dialogue on the next pages). This area has more Neudaiz-native lifeforms, as well as Machinery (Sinow Beat, Garanz, Finjer) to fight against.
- **BLOCK 4:** After choosing the correct answer in the quiz, you are moved on to Block 4. You're greeted by more monsters, and another gun turret area, followed up by another quiz.
- **BOSS AREA:** After your team finally arrives at the top, you prepare to face off with Yaoroz…

For the strategy on the fight with Yaoroz, please see the next few pages.

IN-GAME DIALOGUE:

<<In BLOCK 1: At the start of the event.>>

Ethan: Alright, let's win this for sure!

Karen: Ethan, don't leave us behind!

Hyuga: **<PLAYER>**, please do your best.

Ethan: Wow… It sure feels nostalgic going on adventures with everyone like this.
Hyuga: Yes, it certainly does. Since nowadays we all walk our own separate paths.
Karen: After I met you two for the first time, I had thought you guys were bad people to be around.
Hal: The Hero of Gurhal and the Head Representative of G.R.M. Corp were bad people to be around back in the day!? I'll definitely have to follow up on this bit of information!
Hyuga: Wai, wait just a second! It was just Ethan who was bad to be around. I was an elite person.
Hal: Mr. Waber, what do you have to say about that!?
Ethan: ***<Scratches the back of his head>*** Uh… Well. Haven't we already talked enough about the old days? I was young back then.
Karen: What Ethan means by saying he was young is that he was something of a maverick who couldn't settle his disputes properly, if my memory serves me.
Ethan: ***<Stunned>*** Ack!
Hyuga: Haha, that's right! When it came to saving Gurhal from its crisis, he may very well have been a maverick.
Hal: … Hmm…
Ethan: …Hm? What's wrong?
Hal: Oh, nothing. It's just that I had an interview with you all, but all you guys did was just bicker and argue... I'll just trust that it really came from the bottom of your hearts.
Ethan: Wha!? You honestly believe that…? It's not like that at all.
Hyuga: Tha, that's right! I was merely telling the truth…
Hal: ***<Titters>*** Hehehe! Well, I'll just leave it at that, I suppose!
Ethan: Argh! Enough talking about the old days! Anyway, I was a bit curious. Back at the festival grounds, everyone was talking about Yaoroz... Just what in the heck is Yaoroz anyway?
Hyuga: Huh!? Didn't you say you were invited to this race, Ethan? You were invited to this race without knowing what Yaoroz is?
Ethan: ***<Looks clueless>*** Nope… It just seemed like this would be interesting. So, what's Yaoroz?

星霊に仕える獣、神獣だよ : A beast that serves under the Holy Light; a God-Beast!
食べると美味しいんだよ : It's something delicious to eat!

Ethan: Ah, a beast that serves under the Holy Light? It sounds amazing just hearing about it!
Karen: Oh yes, yes. When you cut off a nice fillet and grill it up, it overflows with scrumptious juices from the meat... IS THAT WHAT YOU THINK IT IS!? Don't talk about eating the beast that serves the Holy Light, or else you'll be condemned!
Ethan: Well, since **<PLAYER>**'s here this time too, we're gonna win this thing for sure!
Karen: That's right. Okay, let's hurry and get a move on before the other teams get ahead of us!
Ethan: Yeah!

IN-GAME DIALOGUE:
<<In BLOCK 2: After the cutscene with Hal and everyone. Now you're outside, at the start of Block 2.>>
Ethan: So, a heavenly beast that inspires revelry at a festival? Somehow I'm getting all psyched up!
Karen: I thought this was supposed to be some kind of race... But if everyone seems to be in high spirits... I see. It's not bad at all.

Hal: Now, we have entered the final stage of the Yaoroz Race! While the number of teams that have been dropping out has been on the increase, the team being led by Ethan is still pushing ahead steadily! Indeed, it was just said before that he was picked due to his reputation of winning! ***<She notices another team in the distance>*** Oh...! It seems to be the team in the lead ahead of us! They're just standing there, so could something be wrong!? I want to report on this right away!! ***<Hal walks over to greet the other team>*** Hi! Gurhal Channel 5, Newscaster Hal here! May I talk with you for a mome... umm... ***<She's drowned out by an argument taking place>***

Shizuru: ...So, I'll say it again and again until you understand. Given the trend that's been happening here thus far, our best bet would be to go to the left.
Emilia: Didn't we just get caught in some kind of strange trap not too long ago!? From here, I say we'd definitely be better off going to the right! My intuition gives me a strong hunch on this one!
Hal: …Um, I beg your pardon. But may I have just a moment to speak…
Shizuru: ...Did you forget that a little while ago you said pretty much the same thing, and we made a painful mistake as a result? Why do you keep insisting we go right? Because you rely on just your intuition, you're never going to grow into adulthood! For the most part, my thesis states that—
Emilia: Nobody cares to talk about your thesis right now! You think so highly of yourself—that you're so "mutli-dimensional", but at the end of the day, you trying to look at things in black and white is just stupid!
Lumia: Sto, stop it, you two! This isn't the place to be fighting! Yut, don't just stand there, stop them!
Yut: ***<He stares, lost in thought until he's hit with an idea>*** …… Hmm… I GOT IT!
Shizuru: What!? You've found the solution?
Emilia: Sometimes Yut exerts an *amazing* sixth sense on things, so maybe we should rely on him. Which is it? Left or right—which way should we go!?
Yut: That way! ***<Yut runs off!>***
Lumia: Yut!? That way's going off-course!
Yut: A little while ago, I smelled something delicious! It was this way!
Emilia: ***<Looks exasperated with Yut by this point>*** Yakisoba from a food cart… That's what you found…
Hal: What a shame… It doesn't look like I can report on this!
Ethan: ***<Walks up and notices his little sister>*** Well, if it isn't Lumia! Looks like you were participating in this race too.
Lumia: Brother!? Uh, perhaps you're in the Yaoroz Race too, brother?
Ethan: Yeah. I'm participating with Hyuga and the gang.
Lumia: So… So it seems…!! ***<She thinks…>*** (Alright… I'm gonna do it… For sure, today I'll show my brother that I'll win!!) ***<She grabs Yut by the arm and starts pulling him>*** Let's go, Yut! The Yakisoba can wait until afterwards, for now let's focus on the race!
Yut: ***<He desperately reaches for the food in vain>*** UWAAA! LET… LET GO OF ME…! YA…… *YAKISOBAAAAAAAAA!!!!*
Lumia: ***<She lets out a warcry as she drags Yut away>*** *OHRYAAAAAAAAAAAAAH!*
Ethan: ***<As if he were quoting Yut without realizing it>*** I don't understand too well, but… She seems serious.
Hal: No kidding…

IN-GAME DIALOGUE:

<<In BLOCK 3: After the interlude with Emilia and the gang, Hyuga notices the Yakisoba Food Cart run by the Vol Bros.>>

Hyuga: It appears… there's a suspicious-looking shop here…

No Vol: Our success won't end! You guys better contribute to our success too!

Do Vol: Thanks to the Vo… Vol Cart Food, we're gonna be successful. Huh? It's not "Cart Food," but "Food Cart"? As long as it's tasty, calling it either way's fine.

Hiru Vol: Welcome to the Vol Bros. Food Cart! Won't you guys help us out in our success? We're selling convenient items by popular demand!

[SELECT GOODS]

Out of consideration for the Holy Light Festival, we are selling items by popular demand!

Scape Dolls are in short supply. Customers will not be allowed to carry more than one!

Monomate — 1,000,000 Meseta

Dimate — 2,000,000 Meseta

Trimate — 3,000,000 Meseta

Scape Doll — 5,000,000 Meseta

Return

<<Upon approaching the Quiz area...>>

Ethan: Huh!? What's *THIS*!?

Karen: Ah, the *Great Holy Light Festival*'s annual quiz area.

Hyuga: We're going to be quizzed on a question, to which point we should go over to the answer we think is right.

Karen: Yes. So think long and hard and choose the answer!

<<Block 4 follows after the correct answer.>>

モノメイトの回復量は最大HPの何％？ / *What is the greatest percentage of HP recovered from a Monomate?*

○ **35%** **30%**

人気急上昇中のルミア、彼女が幼い時の髪型は？ /

As Lumia rose in popularity, what hairstyle did she have as a child?

三つ編み / Braids ○ **ツインテール / Pigtails**

Ethan: ***<At the start of Block 4>*** Of course!

<<Coming up on the next Quiz Area>>

ラッピー・パラルのカラーに白はある？ / *Does a Rappy Paral have white coloring?*

ある / It does. ○ **ない / It does not.**

元気一杯！カーシュ族の少年ユートの好物は？ /

Brimming with energy! What is the Young Kasch Tribe Boy—Yut's favorite thing?

ウバクラダ / Ubakurada ○ **プリン / Pudding**

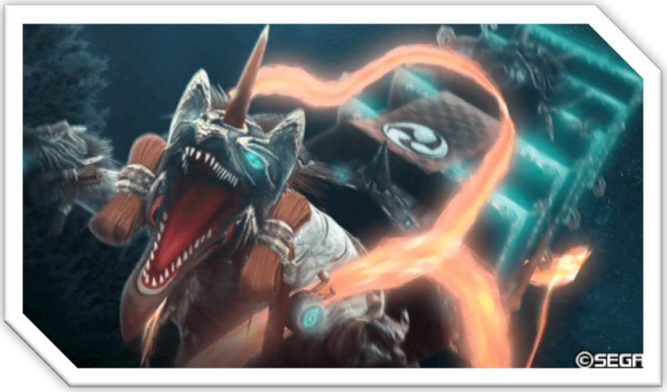
<<Chosing the correct answer advances you to the boss area. Choosing the wrong answer takes you down a monster and trap-laden gauntlet with Crouch, Chelsea, and Ursula on the sidelines, saying:>>

Crouch: Ya picked the wrong one? Well, give it your all! Looks like the champions are Emilia's team this time around, eh?

Chelsea: Ursula, are you having fun? I'm glad! Do your best, everyone! You can still keep going!

Ursula: Hey, hey! If you don't run away, you'll beat them! You're losing time! Please give it your best shot!

Ethan: Awesome! We came in first!
Hal: The team lead by Ethan is the first to arrive to the Yaoroz Stage! However, Yaoroz's trial still awaits! What lies in store up ahead!?
Ethan: Hey, Hal, the camera stops here. From here on out, playtime is over. So step back; it'll be dangerous.
Hal: "Step back", you said… Is that to say I won't be able to get news coverage on you guys?
Ethan: Hahaha, what the heck are you talking about? Isn't your life more important than getting coverage?
Hal: …… Me setting foot in a battlefield may be quite dangerous indeed, but… You're risking your lives to go into battle, so I'm risking my life to get coverage on you! I haven't been just taking a casual, and care-free approach to doing this report! I won't get in the way of your fight. I beg you! Please let me follow you all to the bitter end!
Ethan: ……. ***<Sigh>*** … I see. That's what you honestly believe in. I understand! Well then, be sure to get a good shot of us in fighting form!
Hal: Yes! Thank you *so* much!! In the name of the reporters of *Gurhal Channel 5*, I'll stick with you until the bitter end!



<In a flash of brilliant white light, a large white wolf-like beast donning holy adornments of Neudaiz all over its body appears…>
Karen: That's…!?
Yaoroz: ***WE ARE THUS WHICH GOVERN OVER THINE SAVAGERY OF LIFE, AND THY TRANQUILITY OF THY SOUL.***
Hyuga: This is… Yaoroz! Worthy enough to be called the "God-Beast" indeed! I feel her aura of overflowing majesty.
Yaoroz: ***WE BEQUEATH THIS TRIAL UNTO THEE. THOU MUST DISPLAY THY POWER OF BONDS THAT RESIDES WITHIN THY HEARTS.***
Ethan: She said "the Power of Bonds"? I'm not sure what she means, but… It sure sounds interesting, huh!? **<PLAYER>**, let's go!

You, Ethan, Hyuga, and Karen engage YAOROZ into Battle.

THE BATTLE WITH YAOROZ—THE POWER OF BONDS:

Finally, you stand before the God-Beast Yaoroz. This battle is to test your "Power of Bonds". Yaoroz opens the fight with the following dialogue:

また来てくれたのか好敵手よ。楽しい力比べを期待しておるぞ！決め事を確認しよう。
ONCE AGAIN, A WORTHY OPPONENT HAS COME BEFORE US.
WE HOPE TO ENJOY COMPARING THY STRENGTH TO OURS! LET US CONFIRM OUR TERMS OF COMBAT.
妾の体にある五つの面を全て壊したら、お主の勝ちじゃ。
IF THOU WERE TO SHATTER ALL FIVE FACES LADEN UPON OUR BODY, THOU SHALT BE DECLARED THE VICTOR.
ただし、面は光っているものしか攻撃できん、偽物を攻撃したら、罰を与えるぞ。
HOWEVER, THOU MUST ATTACK ONLY THE FACES THAT SHINE BRIGHTLY.
SHOULDST THOU ATTACK A FALSE ONE, THOU SHALT BE PUNISHED.
では、勝負開始じゃ！
NOW, LET THE MATCH COMMENCE!

As Yaoroz explained, there are five golden facemasks across her body (4 for the feet, 1 on the tower). You must only attack the ones that are sparkling. Should you attack the correct one, Yaoroz will be staggered and fall to the ground, exclaiming:

よろしい！ *SPLENDID!* **—Or—** やるのう！ *WELL DONE!* **—Or—** お見事！ *BRAVO!*

Usually, once staggered, the facemask on the watchtower atop her back will be shining—thus prompting you to attack it, and eventually leading her to stand back upright, which she may respond:

良い攻撃じゃ、もっと楽しませておくれ *A GOOD ATTACK. ENTERTAIN US EVEN MORE!*

However, should you strike the wrong face, Yaoroz will respond with:

どうした？その面は偽物じゃぞ？ *WHAT IS WRONG? IS THAT FACE NOT A FALSE ONE?*

—Or—

残念、それは偽物じゃ！罰を受けよ！！ *HOW UNFORTUNATE. THAT ONE IS FALSE! FEEL OUR PUNISHMENT!*

If you're doing good in the fight, she will state:

なかなかやるのう、しかし妾もまだまだ本気ではないぞ。
GOOD SHOW. HOWEVER, WE HAVE NOT EVEN BEGUN TO SHOW OUR STRENGTH YET.

Upon Yaoroz's defeat, she will state:

まさか、矢倉のお面を壊すとは一本取られたのう、さすがじゃ！！
UNBELIEVEABLE! INDEED, THOU HAST BESTED US BY SHATTERING THE FACE ON OUR WATCHTOWER!
楽しい勝負じゃった、再び会えることを、願っているぞ。
WE FOUND THAT MATCH ENJOYABLE. IT IS OUR WISH THAT WE CAN MEET ONCE AGAIN.

Yaoroz: *WE ARE IMPRESSED. THOU HAST INDEED OVERCOME OUR TRIAL. WE SHALL GRANT THEE OUR POWER OF THE GOD-BEAST.*
Hyuga: Thi, this is…
Yaoroz: *OUR SOUL SHALT ALWAYS BE WITH THEE. EVEN AFTER THIS, CONTINUE ON WITHOUT LOSING THY WAY.*
Hal: Just listen to those joyful cheers! Bravo! The team led by Ethan has overcome the trial of the God-Beast Yaoroz! And what's more, in their hands is a weapon that shines brilliantly as the power of Yaoroz dwells inside of it! This is the moment of a big scoop!
Ethan: ***<Breathes a sigh of relief>*** Phew! Somehow we were able to win. But I might not have shown my "Power of Bonds" or whatever exaggerated thing it was.
Hal: No… I have a hunch that what the battle with Yaoroz gave you was to understand the meaning of this battle.
Karen: …"Meaning"?
Hal: Yes. I think that all the people of Gurhal noticed it from the sight of you guys fighting here at the Holy Light Festival through the TV. The importance of the "Power of Bonds"…
Karen: ***<She smiles softly>*** I see… Perhaps Yaoroz makes an appearance before us once every 30 years to make sure that we don't forget the "Power of Bonds".
Ethan: I see. Thus, when Hal keeps reporting, there's an important meaning to it. Hal, you did great! We've learned something through this fight too.
Hal: ***<Smiles>*** Yes! And so, the grand spectacle known as the "Yaoroz Race" comes to a close. This also brings this special program broadcasted from the Great Holy Light Festival Grounds to a conclusion. This report has been brought to you by your *Gurhal Channel 5* newscaster, Hal, signing out! We hope to see you again!

<Hal then returns to the Gurhal Channel 5 Studio…>

Hal: So what did you folks at home think of the Yaoroz Race that happens once every 30 years? I thought it was a pretty heated race! So, in closing this report, I'd like to show you the best shot I've selected! Today's best shot, Pick-Up!

<She then shows a priceless photo of Ethan, Karen, and Hyuga huddled together in a group shot>

CONGRATULATIONS!

YOU HAVE COMPLETED SIDE STORY MISSION 1!

SIDE STORY 2 FOLLOWS NEXT:

★

★

SIDE STORY 2

時空を超えて

"Transcending Space-Time"

Emilia: <PLAYER>, are you there? I'm coming in! ***<She opens your MyRoom door and comes in.>*** Ah, so glad you're here! A little while ago, I was told that the date of the testing phase for subspace flight had been decided. And I was elected to be a test pilot! So they're only gonna allow just two more test pilots to come along… **<PLAYER>**, you wanna come?

テストパイロットか、面白そうだ : Test Pilot? Sounds interesting.
どうして自分が？ : So, why me?

Emilia: I know, huh! If this test flight turns out to be a success, then we'll be able to contribute towards the commercialization of the "Manned Subspace Flight". Being selected to be a Test Pilot is quite the honor indeed!
Emilia: Hm, how should I put it... I'd feel more at ease if you came along too, I meant... A-a-a anyway! I've been chosen to be a Test Pilot, but since this is such an honor, let's go together!
Emilia: Alright! So I was able to get one person on board! That just leaves one more person... But who...? Since Uncle, Chelsea and the others are busy with work here at *Little Wing*, and Yut's gone back to his village… Oh, I know! I'm gonna go take Nagisa along for the ride! So long as we have Nagisa's physical strength on our side, I think we'll pass the test! She's probably hanging out in the Cafe, so let's go! ***<The two of you run to the Café…>***
Emilia: ***<After explaining the situation to Nagisa…>*** —So having said that, I've decided to bring you along for the Subspace Test Flight too, Nagisa! So, are ya interested?
Nagisa: I don't quite understand this so-called "Subspace" thing but... What should I be doing as a Pilot anyway?
Emilia: Well, don't worry about minor details like that. Just give it a try and you'll figure it out I'm sure. Even though I did say we'd be Test Pilots, it doesn't actually mean we'd be going out into space. We haven't even reached the Testing Phase yet, you see. We're just going to climb on board the test equipment that's been installed at the research facility, and test whether or not we can successfully establish a link with the sub-spatial axis via *manually*, that's all. So, to say it *ULTRA*-simple for you, the only thing ya gotta do is sit down in the driver's seat, that's all.
Nagisa: ..... ***<She thinks…>***

何か考えごと？ : Thinking hard about it?
テストパイロットが怖いの？ : Are you afraid of being a Test Pilot?

Nagisa: …No. It's not that I was thinking hard about it. But, a small part of me has a bad feeling about this.
Nagisa: …No. The part about listening to what you guys just spoke of isn't scary. But a small part of me has a bad feeling about this.
Emilia: Hey, cut it out! Don't say that you've got a bad feeling or something weird like that! I said it'll be *ALRIGHT!* Since I—Emilia the Great—will be there with you, there's *NOTHING* to fret over! Now, listen up. Since we have to go get ready for the aptitude test and other things, let's hurry up and head on over to the research facility! ***<She grabs Nagisa's arm and pulls her>***
Nagisa: I, I got it! Please let go of my arm!

<A few days later…>

Emilia: ***<At the Research Facility, after the tests>*** Alright! Is everyone ready? Let's board the Test Machine!
Nagisa: ***<Nagisa still expresses unease…>***…… Emilia, I've got a bad feeling about this. It's true that we can't stop this so-called "Subspace Test Flight" now, right?
Emilia: ***<Frustrated>*** …<Sigh>, you're still going on about that…? I told you that you don't have to worry about it! Since all we're doing this time around is gathering experimental data, it doesn't mean we're gonna fly out into space. Because this'll all be over when we just ride the Test Machine.
Nagisa: …I see.
Emilia: Well then, everyone sit down in the driver's seats and strap in your seatbelts. Are we good to go now? I'm closing the hatch now. ***<The Hatch closes and the room goes dark.>*** Subspace Axial Instruments are all green. The Test Flight will now commence. Systems, Drive!

<The machine activates and then warps in a flash of light, but something goes wrong…>

Nagisa: Thi, this is…
Emilia: Huh, what the—!? ***<Red Alarm goes off>*** Wai, wait a sec! What happened!?
Nagisa: ***<Sounds of electricity crackling and zapping>*** Ugh!
Emilia: *AHHHHHHHHH!!*

<Later, everyone slowly awakens from a daze…>

Emilia: Uh… Uhhh…
Nagisa: Ugh…
Emilia: ***<A vast forest lays before the group>*** …Did something… happen to us…?
Nagisa: Where are… we?
Emilia: Huh? Hey, **<PLAYER>**. Doesn't this place look familiar?

…VR空間だ！ : …The Virtual Reality Space!
初めて見る場所だ : First time I've seen this place.

Emilia: ...Yes, that's right! This is the Virtual Reality Space that was constructed in the Virtual Reality Program!
Emilia: I don't think so. This scenery... Where have I... That's right! This is the Virtual Reality Space that was constructed in the Virtual Reality Program!
Emilia: We've come here before to do a combat training test along with Yut and Lumia, haven't we? But why did the Subspace Flight Test Machine connect us to the Virtual Reality space...? ***<She runs, and hears the realistic sound of the grass crunching***

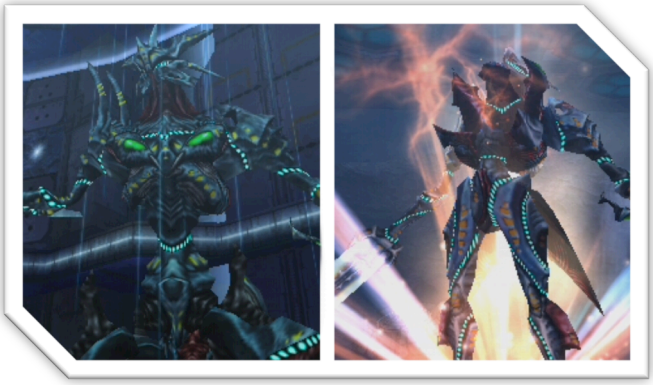
underfoot> …Huh!? This grass… is REAL!? Eh, what in the—? This isn't the Virtual Reality Space, is it!?
Nagisa: Can you spare a second? Because I don't understand one bit of what you were just talking about a little while ago, Emilia...
Emilia: Uh… Well, um… Roughly speaking, the Virtual Reality space is an "imaginary space" that doesn't exist in reality. We've been here once before at a landscape in the Virtual Reality space that looks just like this one so we could do some combat training. Of course, since ***that*** space was virtually generated, all the stuff like the vegetation, native lifeforms and whatnot were all things that were streamed from the Data. But, everything in ***this*** place is REAL. For some reason or another, it seems we've come to a world in which the forest that was reproduced in the Virtual Reality space has actually come into existence.
Nagisa: So in other words... You're saying that we're in a place in which everything that was once virtual has now become real.
Emilia: Mm-hmm. That's what I'm saying. Anyway, let's hurry up and go back. The more time that passes us by, the harder it'll be to return to the original point we entered from. We should be able to research the cause of the trouble after we get—
Nagisa: But there's... black smoke rising from the Test Machine we rode in on...
Emilia: *Ehhhhhh!?!* ... But it's alright! In case something like *this* was to happen, the Testing Machine is equipped with an automatic repair system that will take a while to fix any faulty or damaged parts automatically. ***<Electronic gear powering up>*** See, the repairs are all done! Now we can go back to Gurhal!
Nagisa: Umm… But the monitor display says *"BATTERY EMPTY"*…
Emilia: *Ehhhhhh!?* ……Psyche, just kidding! In case something like *this* was to happen, there's a device that will gather photon particles in the atmosphere and convert it into energy. If we have this device, then it can respond even with dead batteries! ***<Electronic gear powering up>*** See, the batteries are already full! Now we can go back to Gurhal! ***<Hatch opens>*** There, no need to worry anymore. Let's hurry and get back to the research facility; we have to determine the source of the trouble this time. ***<Beeping from control panel>*** ...Huh? Something's causing a malfunction in the Subspace Axial Instruments!? The communication systems are down too!? I... I wonder what this is... Although the damaged parts should've been fixed, there's something that's influencing a failure to occur in the system...

何かの影響って…？ : Something's influencing it, you said…?
こんなこともあろーかと！ : And in case something like *this* was to happen!

Emilia: …Hmm. Truth be told, even if I attempt to open the database, I still won't know what the source of the influence is…
Emilia: …I'd love nothing more than to say that. But truth be told, even if I attempt to open the database, I still won't know what the source of the influence is…
Emilia: …Hmm… This is tough.
Nagisa: ***<Nagisa clutches herself as she winces in pain>*** Ugh…
Emilia: …Nagisa? What's wrong?
Nagisa: *AGH!!*
Emilia: Na, Nagisa!?
Nagisa: Ugh… Something's… Something's… calling out to me… It's this way. ***<Nagisa takes off>***
Emilia: Huh, wai-wait, Nagisa! …Wow, Nagisa just got up and left.. Looks like she's sensed something, but I wonder what. Hey, **<PLAYER>**. Since there's a chance someone might be here, we may be able to ask them for help. So let's investigate this whole area as we follow Nagisa!

SIDE STORY 2:

TRANSCENDING SPACE-TIME - MISSION PARAMETERS:



So you saved Gurhal from *Dark Falz Dios*, and you displayed your "Power of Bonds" by doing battle with *Yaoroz*. What lies in store for you next, O Adventurous One? Emilia has been chosen to be a test pilot for the very first "manned flight through subspace" to try and commercialize the use of subspace since resources in Gurhal are running thin. She is allowed to select two more test pilots—at her discretion—to accompany her for the ride. Yourself and Nagisa. However, something goes awry—causing your intrepid little crew to be flung across time and space, only to become stranded on a strange, yet somehow familiar, alien planet whereupon they happen to meet a face that's just as familiar somehow. A woman wearing an all-red outfit who calls herself Rico Tyrell, and claims to be looking for her mentor. You must aid this woman in her efforts of tracking down her Mentor's whereabouts, and eventually find your way back to Gurhal.

To achieve an **S-Rank Grade**, you **must make your way through the wilds of planet Ragol and aid Rico Tyrell in defeating Olga Flow**. For the most part, the Olga Flow battle is pretty straightforward. If you've fought him before in the original *Phantasy Star Online*, then you know what to expect. The first phase of the fight requires ranged attacks as you fall down an elevator shaft in mid-fight. Olga Flow moves quickly, so you will have to be equally quick on the draw to deal with him. In the second phase of the fight at the bottom of the elevator shaft, Olga Flow walks around on two legs and has two claw-like familiars that hover around and chase you throughout the fight. Just attack Olga Flow's legs and take out the familiars if they ever become bothersome. At one point, he'll create a hard-light ring-shaped platform construct that will temporarily raise you high enough to attack his torso. Do your best to defeat him! Here's a rundown of the events block by block:

- **FOREST:** You will notice on the ground that there have been orange message capsules that have been left behind by someone known as Rico Tyrell. There are **4** in total in Forest 1. Just make your way towards Forest 2.
- **FOREST 2:** At the start, you will notice a large pillar with ancient writing on it. You must activate it to advance. Fight your way through to the next area, and you will eventually run across the person who's been leaving the capsules behind. As far as capsules go, there are **2** in this area.
- **CAVE 1:** After meeting with a woman in red, the next area is fairly straightforward. There are **3** capsules here.
- **CAVE 2:** There's **1** capsule here, and it's at the base of the 2nd Pillar here.
- **MINES 1:** After giving Nagisa a pep talk, the journey into the depths of Ragol continues. There are **3** capsules.
- **MINES 2:** This area's pretty short. Activate the 3rd Pillar and advance to the next area. There's just **1** capsule.
- **RUINS 1:** After teaming up with Rico, you come to a door in the Ruins that has been sealed shut. You have to gather data from **5** stone monuments (each has its own capsule next to it) in order to open the door. A lot of backtracking is involved with parts that occasionally take you into RUINS 2. After gathering all 5 Data bits, the door will open and you will advance to cutscenes, and a fight with two Chaos Bringers.
- **RUINS 2:** Some parts in gathering data will involve you occasionally crossing over into this section, but at the end, there will be a battle with Olga Flow. Just do your best, and you will come out victorious.

Have a splendid **10th Anniversary**, *Phantasy Star Online!* What new galaxies await us in the stars beyond…?

IN-GAME DIALOGUE:

<<In FOREST 1: The 1st Capsule—On the floor at the start.>>

Rico: *"Ah, testing, testing... Cough! I'm Rico, Rico Tyrell. I'm a hunter. This capsule is for anyone who has come here looking for me. I hope this helps you. I don't know who you are, but you must know that there's something unusual about Ragol. This is important. Pay attention to everything around you if you want to survive."*

<<In FOREST 1: The 2nd Capsule—Just before the first door. Shortly after the first capsule.>>

Rico: *"What made the animals become so violent all of a sudden? They weren't before. They were very quiet and friendly... There must be some cause. I'll find it. I know I'm a fool. This won't make me any richer. Perhaps that's why I'm exalted by them... Red Ring Rico, ha, ha. But I'm not really the great hunter citizens say I am. They needed a hero. And I just happened to fill that position."*

<<In FOREST 1: The 3rd Capsule—After you clear the first area with Savage Wolves and Boomas; before the next area.>>

Rico: *"Wow... bodies of dead animals... We hunters sometimes use firearms, but this... They were killed by firearms that are much stronger than ours!"*

<<In FOREST 1: The 4th Capsule—After the area where you found the 3rd Capsule; at the gate entrance before FOREST 2.>>

Rico: *"A disaster occurred. Things were shaking, then something broke through the surface. And then it exploded in the Central Dome! I don't know what to say... For 7 years, we've tried to adjust and improve the environment. What was it? Was it related to the accidents we've had recently?"*

<<At the start of FOREST 2, the three of you notice a large Pillar.>>

Emilia: Wow... It's huge... What's that pillar for?

Nagisa: I don't know, but I sense something…

Emilia: Hmm… Hey, **<PLAYER>**, is it OK if we go check out that pillar?

<<In FOREST 2: The 5th Capsule—At the base of the pillar.>>

Rico: *"I heard that this tall column was built to commemorate the immigration of Pioneer 1. But... it may just be me, but it doesn't look very new. And these patterns... aren't they characters?"*

<<After touching the pillar and activating it.>>

Emilia: Characters? They're very faint but maybe… I can read them, I think … *"Light… Shadow… A Pair… Without…"*

<<In FOREST 2: The 6th Capsule—At the entrance of the CAVE right after the pillar.>>

Rico: *"PIONEER 1 may have damaged the ecological system of Ragol before we were aware of it. So, the native creatures tried to remove the invaders. That's one supposition. But what about the explosion!? I need more information. I have to go do some research."*

Nagisa: ***<Out of breath>*** …Haa… haa!

Emilia: Nagisa, wait for me!

Nagisa: ……

Emilia: Good grief… You took off running by yourself. …Huh. This place looks familiar too. ***<Stomping crash to the ground, followed by the roar of a Dragon>*** UWAHH! I REMEMBER NOW! IT'S THE DRAGON WE FOUGHT IN THE VR SPACE!! ***<The Dragon walks towards the group>*** NO WAY! IT'S EVEN STRONGER THAN THE TIME IT APPEARED IN THE VR PROGRAM!

Nagisa: ***<Nagisa braces herself and charges the Dragon head on>*** *HAAAAAAAA!*

<The sound of Nagisa slashing is heard, with the Dragon roaring>

Nagisa: ***<In disbelief that she was unsuccessful>*** …Wha…! My attacks aren't—!? ***<The Dragon crashes down>*** …Damn it!

Emilia: Ahh!

エミリアをかばう : *Protect Emilia*
ナギサをかばう : *Protect Nagisa*

???: ***<A mysterious woman lets out a warcry>*** *TAAAAAAA!!* ***<With one fatal slash, the Dragon screams and falls over dead>***
Emilia: A… Amazing! The Dragon went down with a single blow…
???: I don't recognize you by your appearance. Are you all *HUNTERS* too?
Emilia: Huh?
???: No, it's fine. Anyway, this place is dangerous. You all better return to *PIONEER 1* as soon as possible. ***<She walks away>***
Emilia: Uh, um! Wait a second…! …She's gone. *HUNTERS? PIONEER 1?* What are those?
Nagisa: ……
Emilia: Hm? Nagisa, what's wrong?
Nagisa: I'm going to follow her.
Emilia: Huh? Why?
Nagisa: I don't know, but… I feel like… I *have* to follow her…
Emilia: You say you feel like you *have* to follow her…? Say, **<PLAYER>**. Given Nagisa's rationale, what would *you* do?

彼女の後を追おう : Let's follow her.
ナギサ、何か理由があるのか？ : Nagisa, do you have some kind of reason?

Emilia: Hmm… Well, if **<PLAYER>** says the same thing, then we've got no choice. So far, thanks to problems caused by something we haven't figured out yet, the Subspace Test Flight Machine can't move. That said, let's try to follow that person wearing red.
Nagisa: I don't know… what my reason is. But there's something inside me that keeps responding: *"Follow her".*
Emilia: Hmm… Nagisa doesn't know, does she? And neither do we. But, since Nagisa seems to say so, let's try to follow that person wearing red.
Nagisa: …Forgive me.
Emilia: ***<She smiles at Nagisa>*** It's fine, it's fine! While we're following that person in red, we should look for what's causing the Test Machine to malfunction. So then, before we lose sight of her, let's go after that person wearing red!

IN-GAME DIALOGUE:

<<In CAVES 1: The 7th Capsule—On the floor at the start.>>
Rico: *"Wow... this cave is a treasure trove of discoveries. Creatures that have never been seen by people. Completely unknown animals. They look like mutant forms of the native animals... Perhaps the government has kept this a secret...? It's possible... but for what purpose?"*
<<In CAVES 1: The 8th Capsule—After the first room with Evil Sharks and Poison Lilies.>>
Rico: *"I know that PIONEER 1 had some strange aspects to it. In the data that I procured, the consumption rate was much higher than the population... Perhaps there were a lot of non-registered citizens onboard. Why? What was their purpose?"*
<<In CAVES 1: The 9th Capsule—After the next two rooms with enemies, but just

before the entrance to CAVES 2.>>

Rico: *"I've got such mixed emotions... I'm scared, but excited, inspired even! Should I act as a scientist now? Or should I act as a hunter who is facing unknown enemies? I feel like someone's herding me somewhere... but where? To the underground... I feel like I'm being invited."*

<<In CAVES 2: The 10th Capsule—At the base of the pillar.>>

Rico: *"My first question about Ragol was, 'Why didn't any sentient life exist here?' But... look at this monument! This is identical to the one I saw in the forest! It's NOT ours though... Was there an ancient civilization on Ragol? But these monuments are the only evidence I see... It'd be strange if there was a civilization, indeed... Can I decipher the characters with my simple tools?"*

<<After touching the pillar and activating it.>>

Emilia: *"Exists… Unlimited"* …What is this? Some sort of message…?

Emilia: Say, Nagisa. Just why are you so obsessed with that person wearing red anyway?

Nagisa: …… She's similar.

Emilia: She's similar?

ナギサ自身にか？ : …To Nagisa's own self?
エミリアにか？ : …To Emilia?

Nagisa: …So you've noticed it? Yes, she's similar to my own self.

Nagisa: …No. She's similar to my own self.

Emilia: That person in red and Nagisa are alike? Is that so…? But your hairstyle and looks are completely different.

Nagisa: Don't look at the outward appearance; it's a matter of content on the inside. She has some kind of grand destiny she's decided to go and face all by herself. She's risking her life too… and there's something she's decided to accomplish.

Emilia: Risking her own life… And how do you figure that?

Nagisa: Once, I was the same way... So I understand... what she's going through. She's prepared to risk her own life. But, there are limitations on things you can accomplish just by yourself. When that turned out to be wrong and I met all of you is when I noticed it. That is why this time I feel I have to give her a helping hand. That was what you all did to change who I am... And, that's what Wynarl... I believe I have to return the favor.

Emilia: Nagisa… ***<Thinks, then perks right up>*** Alright! I don't know what that person in red is so worried about, but if we can strengthen her, then let's team up with her!

Nagisa: Please forgive me for being so selfish… But, thank you.

本当にわがままなヤツだ : You really are a selfish girl.
誰かを助けるのに理由はいらない : We don't need a reason to rescue someone.

Nagisa: ***<Looks down, ashamed>*** …Forgive me.

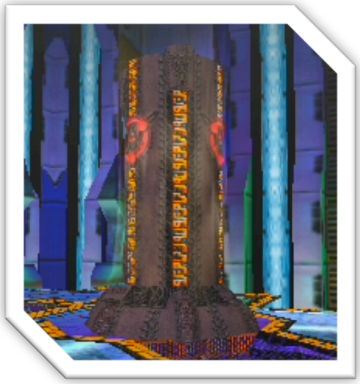
Emilia: Darn it, **<PLAYER>**! You shouldn't say things like that! I for one *want* to treat Nagisa's wish to change someone's life as important!

Nagisa: …***<Smiles at you>*** … **<PLAYER>**. That's… That's right. It's just that I want to rescue her. Thanks to your words I now understand that it's never wrong to be honest when it comes to following your feelings. There's no limit to your kindness, **<PLAYER>**. From the bottom of my heart, I am glad that I was able to meet you all.

IN-GAME DIALOGUE:

<<In MINES 1: The 11th Capsule—On the floor at the start.>>

Rico: "*This area... Apparently technology was involved in creating this. Why did they dig so deeply into the ground?*"



<<In MINES 1: The 12th Capsule—At the southern end of the 2nd room you face with robots; near some item boxes.>>

Rico: "*I'm attacked by robots this time... What are they?! They were customized robots originally for industrial use. ...Who did this? I can understand animals being metamorphosed by a crustacean into mutants, but... These were robots. Somebody modified them. Was it done by someone from PIONEER 1?*"

<<In MINES 1: The 13th Capsule—After the 3rd room, in the doorway just before the entrance to MINES 2.>>

Rico: "*I heard a rumor that the government was building a secret underground factory. Were the robots manufactured in that secret factory? Or, was the factory a decoy? The government was developing another project behind it... Information is always controlled by the government. We don't know the truth at all. We hunters are always used by the government. We're just tools to them.*"

<<In MINES 2: The 14th Capsule—At the base of the pillar.>>

Rico: "*Here, I found the third one. Will it fit together when all the parts are combined? "Light, darkness, pair, exist, unlimited, rule, seal..." I can make out each word, but I still don't understand the meaning of the whole thing.*"

<<After touching the pillar and activating it.>>

Emilia: *"Light makes darkness, a pair exists, but it doesn't always exist. Reincarnation goes forever. The rule is here. It should be sealed. MUUT DITTS POUMN"* …That seems to be what was written and left here. But I wonder what it means…?

???: ……

Emilia: Ah, look! Over there, see! The red person's right there! ***<The group runs up to the woman wearing red>***

???: …You people!? Were you following me?

Emilia: …Huh? Are you installing message capsules? …Speaking of which, does that mean you're the one who's been leaving behind messages in the message capsules?

???: That's right. I've been leaving behind any information I know for any of the *HUNTERS* that come following after me.

Emilia: Well then, you must be Rico Tyrell! I parsed together the message capsules, but I gather that "Rico" is the Hero of this planet, right? Certainly, the name was *"Red Ring Rico"* or something to that effect.

Rico: Hero, huh…? I don't know how it came about that I've been declared a "Hero," but that's what people seem to say, I'm told.

リコは何をしているんだ？ : Rico, what are you doing?
なぜ、英雄と呼ばれているんだ？ : Why are you called a Hero?

Rico: There's some kind of incident that happened on this planet. You *HUNTERS* should go and wait back at *PIONEER 1.*

Rico: There really isn't much of a reason. It just seems that everyone wants to call me a Hero. And it just so happened that I fit the description. But anyway, there's some kind of incident that happened on this planet. You *HUNTERS* should go and wait back at *PIONEER 1.*

Emilia: But I have no idea what either *HUNTERS* or *PIONEER 1* is whatsoever…

Rico: …Huh?

Emilia: As a matter of fact, we're—***<Emilia explains>***—Having said that, we've been trying to investigate a way we can get back to the Gurhal system.

Rico: …*Gurhal*… *Subspace Flight*… This place is a different world? Sounds like a far-fetched story. But then again, since there'd be no point in telling a lie like that, it's probably the truth, isn't it? Ragol and Gurhal—with people of different worlds coming together... Interesting that we'd meet by sheer chance.

Nagisa: …Rico, just what is your *true* goal here?

Rico: My true goal? My goal is the investigation of this very planet.
Nagisa: …But I know… That you have a different goal. And that it's one that you want to accomplish at the risk of your own life. Without relying on anyone; all by yourself.
Rico: …All by myself…? What are you basing this off of?
Nagisa: …On the basis of my own past.
Rico: Your… past?
Nagisa: I once used to fight all by myself just like you. The very resolve that I have to be willing to give up my own life was what I lived by.
Rico: ……
Nagisa: However, whenever I fought by myself I always felt loneliness. I was eager to deny those feelings and live like that. As long as I had a goal in mind, I kept telling myself "I'm not afraid to die." But in reality, I still wanted to live. I noticed that I wanted to live… and be with my… friends I made in Gurhal. What I gained from meeting **<PLAYER>** and everyone was a new way of life.
Emilia: Nagisa…
Nagisa: Everyone taught me this important way to live my life, and now this time I want to teach it to you. So, won't you be willing to work together with us? I want… to be of help you.
Rico: …… Nagisa, you saying that I might have something may be a mistake on your part... But you can come along with me if you choose to do so. So long as it makes you feel better, you should do it. But I must warn you that our next destination is highly dangerous. I cannot guarantee your safety, so please be advised.

英雄のリコがなんとかしてくれる : You, Rico the Hero, will certainly help us.
みんながいるから大丈夫だ : We'll be alright since everyone's here.

Rico: Don't put so much confidence in me. I might be held in high regard as a hero, but I'm no different than any of the *HUNTERS* you see anywhere you go. But, since it seems like you people are more reliable than the *HUNTERS* around these parts, I don't think you're going to be much of a hinderance to me. ***<Rico walks off>***
Rico: Since I've made it this far on my own, those words give me little reassurance. ***<Rico walks off>***
Emilia: What the heck! Not even Nagisa's *THAT* much of a cold-hearted jerk. But ya know, when I see that stubbornness in Rico, it looks just like Nagisa back in the day, doesn't it?
Nagisa: ...Really, I think we are alike. I've felt that way, and that's why I've been following her.
Emilia: Well, since it does look like Rico has some kind of situation she's going through, if there's a way we can save her, then why don't we go save her!

Rico joins your Party.

IN-GAME DIALOGUE:
<<In RUINS 1: Walking up to the door at the start.>>
Emilia: Huh? This door is locked.
Rico: I feel something beyond here… In these Ruins, there are things that look like stone monuments…
Nagisa: Yeah. There *IS* something.
Emilia: *(Huh? But I don't feel anything at all…)*
Nagisa: If we have the data from these stone monuments, then maybe the door will open.
<<In RUINS 1: After the cutscene with the door.>>
Rico: If we don't get this door open… Hm? Is this a switch?
<<In RUINS 1: The 15th Capsule—After using the teleporter, head through the NORTH door of the Central Room.>>
Rico: "*Aside from me, there were other people in this place. They say they come from a world in an entirely different star*

system known as 'Gurhal'. They shouldn't get in the way of the investigation... But, I think they're strong. I can depend on them. In any event, I've decided to collect the data and try to open that door with it."

<<In RUINS 1: The 16th Capsule—From the Central Room, head EAST through the door into RUINS 2. There are 4 teleporters with the leftmost one being deactivated. Enter the 2nd teleport from the RIGHT side and fight the Dark Belra in the NORTHEAST corner of the room to reach this capsule and stone monument.>>

Rico: *"Are these REALLY ruins? Why are there monsters like these here? Thanks to them I've been going ahead smoothly, but I feel a sense of overwhelming discomfort. I feel like there's some kind of INCREDIBLE truth that lies hidden under all of this. But, why? I feel just a little bit warm inside. Just what the heck IS this mysterious sense of discomfort I'm feeling?"*

<<In RUINS 2: The 17th Capsule—Backtrack to the 4 teleporters and enter the 1st one on the RIGHT side. You will be in a wide hallway with a large, gaping hole in the back of the room caused by an explosion (the same famous room from the RUINS in Phantasy Star Online). Fight 1 Delnadian followed by 2 Chaos Sorcerors and another Delnadian.>>

Rico: *"If you take a look around, you can see sword scrapes and bulletholes here. Did our Army already enter the Ruins? And was there a battle? Anyway, the monsters here are strong. Just ONE of them was tough."*

<<In RUINS 2: The 18th Capsule—In the same room as the big hole, head through the SOUTH door and teleport back to the central room in RUINS 1. From there, go back through the EAST door into RUINS 2. Back in front of the 4 teleporters, the far left one will be active this time. Go through it. You will be in a room with 2 big holes, 2 Chaos Sorcerors, and 2 Dark Belras. After defeating them, head through the WEST doorway and teleport back to RUINS 1 for the next area. Head through the hallway NORTH into a big room. Fight 3 Chaos Sorcerors and 2 Dark Belras, then head into the EAST room and get the Capsule and monument.>>

Rico: *"There's a terrifying silence in this place. There's no one else here aside from us. But, we're... here. In this place... THIS is proof."*

<<In RUINS 2: The 19th Capsule—Once finished, get the key that just dropped and backtrack to the hallway SOUTH to open the door and jump through the teleporter to the final Capsule and monument.>>

Rico: *"We've gathered the Data. And with this, that door should open. Something is happening to Ragol. I need to confirm it with my own eyes."*

<<In RUINS 1: Walking up to the door after gathering all 5 pieces of data.>>

Nagisa: This data should open the door.

Emilia: Wow! It really did open! Huh? How did you know?

Nagisa: I didn't… But I sensed it somehow.

Rico: "A woman's intuition," perhaps.

Emilia: Huh…? These people…

Nagisa: I sense something…

Rico: Heh… You feel it too?

Emilia: Huh? What is it? … ***<A beastly roar follows soon after…>***

Nagisa: ***<Nagisa quickly unsheathes her blade>*** Here it comes!

FIGHT WITH TWO CHAOS BRINGERS

Emilia: ***<Tries to calm down>*** Haa— That caught me by surprise! It just jumped out and attacked all of a sudden!

<An eerie white light flashes…>

Nagisa: ***<Dazed by the light>*** Wha, what…

Rico: ***<Rico is caught up in it too>*** Huh, this is— …

Emilia: Wa, wait, you two! What's wrong with you!?

Nagisa: ***<Nagisa winces in pain, just as she used to do…>*** Kuh……!
Rico: ***<Rico also is overcome with pain>*** Uhh.. ugh…!

<A gate warps in out of nowhere…>

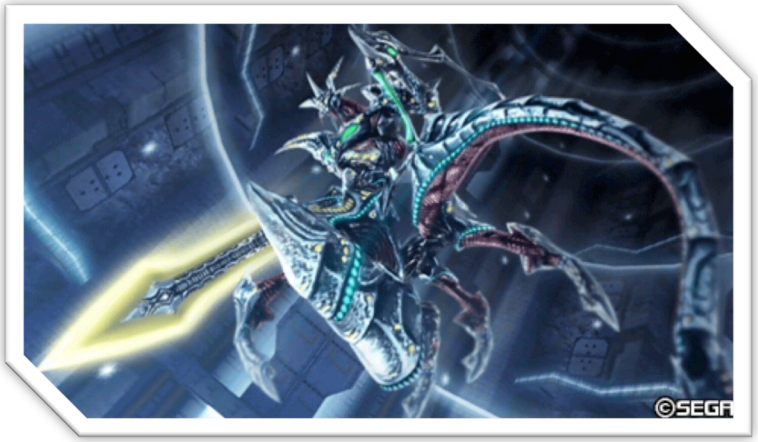
Emilia: Hey, look! A gate just appeared over there!
Nagisa: ***<Still in pain>*** Uggghhh!!
Emilia: Nagisa?
Nagisa: This sensation…! It cannot be… No, it should've been gone…!!
Emilia: Nagisa, what's wrong!?
Nagisa: …I can feel it just beyond that gate. It shouldn't be happening but… This sensation inside me… is happening again.

まさか、欠片の感覚か？ : No way, the sensation of the fragments?
何を感じるんだ？ : What is it you're feeling?

Nagisa: …Yes.
Nagisa: …From the other side of that gate… I feel the sensation of the fragments…
Emilia: Are you kidding!? But we collected them all…
Nagisa: No, there's no mistaking it. This sensation… Even if I tried to forget this sensation, I'll never be able to.
Rico: What the heck is wrong?
Emilia: …There's someone who once wielded a terrible power just up ahead.
Rico: A terrible power? What do you mean?
Emilia: *Dark Falz*… The one who's causing the crisis on this planet… No way, he's here too…
Rico: *Dark… Falz?*
Nagisa: There might still be time. Let's go through the gate.
Rico: Wait one second. I have something that needs to be done. Since the explosion at the Central Dome still remains a mystery, there are traces that the Army came into these Ruins. The Governmental Research Institutes have shown signs of military activity down here. Before I came to investigate this planet, I also received a report that my Mentor had died, but even I don't know whether or not that's true. Perhaps just beyond these Ruins lie the keys to solving all of these mysteries.
Nagisa: Rico, I knew that your goal wasn't simply to investigate this planet. But please believe me. If we were to simply walk away from the being that lies beyond that gate, then… you could not possibly fathom the tradegy it would bring about.
Rico: ……
Emilia: Rico! Please! If we just leave that thing alone, then something *REALLY* bad will happen!! For the sake of this planet… For the sake of your friends… Please believe us!
Rico: …… ***<Smiles>*** … Understood. I believe you all.
Emilia: Rico! ***<Smiles>***
Rico: We've fought alongside each other up to this point, so you people are worthy of my trust. I don't know what kind of presence lies beyond that gate... But the fact is that I know I can't just leave it be.
Nagisa: Rico… I deeply thank you for believing me. Let's go through before it's too late!
Emilia: Right! Let's enter the gate!

<The group enters and finds themselves standing in the middle of an elevator shaft>

Emilia: Oomph!...
Rico: Where… Where are we…? ***<A monster roars…>***
Emilia: Wha, what's that!?
Nagisa: Look over there!! ***<Nagisa points>***



Emilia: ***<She can't believe her eyes>*** Ah… AHH!!
Nagisa: That monster was… a person at one time. It seems that somebody was taken over by *Dark Falz*.
Emilia: Taken over!? … But who in the heck was it?
Rico: This feeling… It… it can't be…
Emilia: …Rico? What's wrong?
Rico: That monster… might be my… mentor.
Emilia: HUH!?
Rico: …*Heathcliff Flowen*. A military Hero, and also my Master. The government made an official statement announcing his death. I can feel it… I can hear my Master's soul crying out from this monster…
Nagisa: If what you say is true then your Master… has been parasitized by *Dark Falz*.
Rico: Parasitized?
Emilia: Even in Gurhal, *Dark Falz* existed there as well. Nagisa fought with her own life just so she could defeat *Dark Falz.*
<The monster roars>
Nagisa: Rico… What I'm about to say may sound cruel... But there's only one way to save your Master's soul… You have to destroy his body.
Rico: ***<Taken aback>*** Huh… Kill my Master… me? You're lying, right?
Nagisa: If you leave things as they are now, then *Dark Falz* will take complete control over him. Before that happens, you're going to need to do something about it somehow...
Rico: …No. I can't do it. Kill my Master…!? I can't do it!! The master I thought was dead has been alive. I understand that, but… I am to kill my Master myself now? I couldn't possibly do that!!
Emilia: Rico…
Rico: Up until now I've been working so hard on my own… But in the end, I can't do *ANYTHING* on my own… *I'M NOT A HERO!!*
???: *You are NOT alone!*

Rico: Huh? ***<She sees a group prepare for battle>*** You all are… *HUNTERS!* Why are you all here?
HUcast Hunter: Up until now we've held you in high regard as a Hero, and we've relied upon your strength. However in the message capsules you've left behind, we've come to understand this world faces a huge crisis.
FOnewearl Hunter: You aren't alone anymore. You can believe that… You have friends you can rely upon. We're here! So.. Stand tall!
HUmar Hunter: That's right! If everyone comes together, then even *MIRACLES* can happen!
Rico: …… ***<Gasps>***
Nagisa: …Yes. I feel that us encountering each other like this was a miracle in itself, Rico. If you're able to destroy the D-Factor Cells inside your Master... Then maybe you'll be able to save him.
RAmar Hunter: If you give up, then it'll be all over! Leave the cover fire to us! Rico! Let's make a miracle happen! ***<Monster roars>***
Nagisa: …Here it comes! ***<She readies her blade>***
Rico: Master… …I understand. Thank you, everyone. I'll… fight. I believe in myself… In everyone. I'll make a miracle happen, and… I'll *absolutely* save… my Master!!

FIGHT WITH OLGA FLOW

Nagisa: We did it.
Rico: …… ***<A brilliant flash of light appears …>***
Nagisa: Tha, that's…!
Rico: What just happened!?
Emilia: ***<The sound of a body hitting the ground>*** Hey, everyone! Over there! Someone's fallen down!
Rico: It's…! ***<She runs frantically towards the figure>*** *MASTER! MASTER!!*
Flowen: Ugh… ***<Groans in pain>*** …Rico…?
Rico: ***<With tears of joy>*** Yes, it's me! You really are safe… I'm so glad…
Flowen: The D-Factor Cells... were corrupting me inside... I sensed you...! Trying to rescue me... was reckless of you...
Rico: I know it was reckless but even so… I didn't want to give up… No, because everyone was there for me… I couldn't give up.
Flowen: You… stupid disciple of mine… *Ugh*…!!
Emilia: His wounds are deep! We have to take him someplace where he can get medical treatment!
Rico: Let's get back to the Lab! The rest of you come too!

A FEW HOURS LATER, NEARBY THE LAB…

Emilia: Ah, Rico's come back!
Rico: Sorry for worrying you, everyone. My Master's condition has stabilized for the time being. His life is no longer in a critical state.
Emilia: Phew! I'm glad.
Rico: I'd like to express my gratitude to you all… I certainly wouldn't have been able to save my Master by myself. Because you were all there for me, I didn't lose anyone important. I really want to say thank you.
Nagisa: All we did was take action in accordance with what we wanted to do. What's more is that the people who made you stand up for yourself were none other than the *HUNTERS* here on Ragol. So it's they whom you should show your appreciation to.
Rico: You're right. I should be thanking the *HUNTERS* too... Not just **<PLAYER>** and you all. This time it's my turn to help you guys. I had it arranged so the Lab Technicians repaired the Subspace Flight Machine that Emilia told me about. The technicians here sure are skilled. If you head out to the Forest, it should be repaired by now I believe.
Emilia: Really!? Alright!! This means everything's been settled!
Rico: Well then, why don't we go to the Forest.
Emilia: Yes!

<Everyone walks to where the Machine waits in the Forest>

Emilia: ***<She opens the hatch and smiles>*** The Subspace Axial Instruments are functioning normally, so now we can go back to Gurhal! I'm relieved, I'm so relieved!
Rico: So this is... where we say farewell. Since I met you all, time sure flew by quickly, didn't it.
Nagisa: ***<Smiles>*** When you come right down to it… It was Emilia causing trouble that started all this in the first place.
Emilia: …Um… That's…

トラブルが起きたからこそ、リコと会えた : If it weren't for this trouble happening, we wouldn't have met Rico.
エミリアにトラブルはつきものだ : "Trouble" is Emilia's middle name.

Emilia: Right! Right, that's right! That's good of you to say! Because we got into trouble like this, we were able to meet Rico!

Emilia: ...Bleaah! What's everyone talking about!? Everyone's safe 'n' sound, so it's already fine, ain't it!? Since we got into trouble like this, it meant we were able to meet Rico.
Nagisa: I see… When you think of it that way, then getting into trouble might not have been so bad.
Emilia: Speaking of which. Rico, what are you going to go do after this?
Rico: Master Flowen and I… and the *HUNTERS* are going to go try and investigate the inside of the Ruins. I think there are some mysteries that still lie there. Some kind of incident happened on Ragol. That's for sure. But now I'm not alone. I think I'll wait for my Master to recover, and I'll go call on the *HUNTERS*. I know that if everyone puts their power together as one, then you'll be invincible against any ordeal that comes your way.
Nagisa: Yes. So long as you're there, everything'll be alright, Rico.
Emilia: Well then, we're going back home now! We'll also be praying that Ragol becomes a peaceful place!
Rico: Yes. Thank you. Oh, right. Let me give you my *"GUILD CARD"*. I think you should be able to get in touch with me if you have this.
Emilia: *"GUILD CARD"*? This looks like what we call in Gurhal a *"Partner Card"*. Well here, we'll give you ours too.

You Obtain Rico Tyrell's Guild Card.

Emilia: See you later!
Rico: Let's meet up again!
Emilia: ***<The Hatch closes and the room goes dark.>*** Subspace Axial Instruments are all green. Systems, Drive!

IN A FLASH, THE GROUP IS WARPED BACK TO THE RESEARCH FACILITY IN GURHAL.

Emilia: ***<The Hatch opens and Emilia finds herself in familiar surroundings.>*** Ahhhh…! We're back home, we're back home! Ragol is facing all sorts of problems too, so I wonder if it can become peaceful?
Nagisa: I'm sure it'll be alright. Rico isn't alone. She has friends she can rely on. And if she has that… the possibilities are endless.

A FEW MONTHS LATER…

Flowen: *Dark Falz* has been vanquished. It's... all over now.
Rico: Yes. Because everyone in *HUNTERS* inclined their ears to our voices. We aren't the only heroes. Each and every person here on Ragol is a hero. I came to understand that through this battle. I believe that since we've overcome this crisis, any difficulties we have from here on out will be fine.
Flowen: Mm-Hmm. That's right.
Rico: Emilia, Nagisa, and of course **<PLAYER>**… I wonder if you're watching us from wherever you are? Ragol has become peaceful. Truly… Thank you.

Congratulations for finishing the story! The two Free Missions: 乱破犇めく星霊祭 : Festival Fracas & 夢幻の如く : Like a Dream are now unlocked. However, there are still **2** more **Partner Cards** for you to obtain:

- **Heathcliff Flowen's Partner Card** : You must clear the downloadable event mission マキシマムアタック∞II : ***Maximum Attack Infinity II*** on **S** or **Infinite** Difficulty with a ranking of **S** and speak to him after you defeat Olga Flow.
- **Rapico's Partner Card** : During the マキシマムアタック∞ : ***Maximum Attack Infinity*** series of missions, you must find rappies hidden throughout the missions. Talking to them will give you a ラピ子の幸運の羽根 : ***Rapico's Wing of Fortune*** each time. Collect **5** of them and go to the exchange mission called ラピ子のなんでも屋さん : ***Rapico's "Anything Shop"***. Rapico offers her Partner Card in exchange for **5** of them. She also has other valuable goods in exchange for more feathers as well.

9. Infinity Missions: *What are Infinity Missions?*

I'm going to assume that by now you've noticed something different about your ***My Ship***, right? It was that strange command console at the front with a glowing infinity symbol, and the words ***INFINITY MISSION*** in bright red visible on the monitor, yes? This is a feature newly introduced in *Infinity* in what's known as *Infinity Missions*, or *IMs* for short.

Infinity Missions are **VR Missions** that are generated by users. That is to say, they are like Free Missions that can be fully customized by the player and played as repeatedly as one sees fit. At the start of a new game [or an imported character], the player character is given three IMs by default [which, if lost, can be re-obtained for free at any time in an ***Exchange Mission*** with the character Kunoh],

More IMs can only be obtained via four different means:

- Picking up **Mission Codes** [ミッションコード] within the boxes after clearing the end of an *Infinity Mission* only. You cannot find them dropping in any other place aside from upon completing IMs. Once picked up, they will go into your inventory in the 3rd page (where your Monomates, Scape Dolls, and PA Discs are). If you look at the description, you may glean minor details about the mission code—namely what Area it takes place in, who the boss will be, and only one of the two monster families that will appear in said mission. You won't be able to see full details of things like Special Effects, the Playtime, or the 2nd family of enemies until you actually insert the Mission Code into the Infinity Mission console in your My Ship.
- Receiving Mission Codes sent to you by other party members. If you or your friends have IMs they would like to share and distribute, they may freely do so while in a party by using the menus accessed after pressing the START Button. Information on how to do this is explained in a previous page. Namely, the page in which menus are translated, please consult the translated menus specifically under the subheading **Mission Information** to see how one may send / receive an IM from a friend / party member.
- Synthesizing more Infinity Missions is an already obvious way to make more Missions. However, this method won't yield any new areas or bosses outright for you. However, it will affect what Mission Codes you get in the drop boxes at the end of an Infinity Mission. The boxes may contain codes for a new boss or a new area.
- Downloading Infinity Missions from the Japanese PlayStation Network Store. Throughout the game of *Infinity*, SEGA© periodically releases Infinity Missions on the Japanese PlayStation Network Store for free. By logging onto the PSN Store with your Sony PSP and navigating to Infinity's page, you may download them there. The Missions are typically free to download. Just look for anything with **Free of Charge** [無料] marked as its price tag.

IMs are comprised of four basic informational criteria:

- [出現ボス] **The Appearing Boss.**
- [出現モンスター系統] **The Appearing Monsters / Enemies.**
- [エリア] **The Playfield / Area.**
- [特殊効果] **The Special Effects in play.**

All IMs, no matter what, will always have 1 Appearing Boss, 2 Different Appearing Family Classes, and 1 Area it takes place in. However, Special Effects are slightly different. An IM can have as much as ***5 Special Effects*** in play, or it can have as few as ***0 Special Effects*** in play. This varies from Mission to Mission however, and can / will change with each Synthesis.

Synthesizing Missions:

- ❖ コードカウンター : ***Code Counter***
  - → ミッションコード一覧 : ***Display Mission Codes***
    - ⇒ ミッションコード消除 : ***Delete Mission Code***
    - ⇒ 戻る : ***Return***
  - → ミッションコード登録 : ***Register Mission Codes***
    - ⇒ ミッションディスク登録: ***Register Mission Disc***
    - ⇒ DLミッションコード登録 : ***Register Downloaded Mission Codes***
    - ⇒ 戻る : ***Return***
  - → ミッションコード入れ替え : ***Sort Mission Codes***
  - → ミッションコード合成 : ***Synthesize Mission Codes***
  - → プラネットトレジャー情報: ***Planetary Treasure Information***
  - → 説明を見る: ***View the Explanation***
  - → 共有倉庫: ***Common Storage Box***
    - ⇒ 預ける : ***Deposit***
    - ⇒ 持ち出す : ***Withdraw***
  - → 戻る: ***Return***

The Infinity Mission Terminal—alternatively known as the ***Code Counter***—is where 80% of anything having to do with *Infinity Missions* will take place for you. This command console is where you come to do your sorting, synthesizing, and registering new *Mission Codes*. It's also a place to check on your *Planetary Treasure*, but more on that later.

In order to get started with using IMs, you must have registered some **Mission Discs** to begin with. Mission Discs are essentially the core of how an IM starts off. They are loaded with these basic stats.

They will have an **Area**, one **Boss**, two **Monster Families**, the level of these monsters will be **between Lv. +1 to +Lv. +49** (*that is to say, if you play on an IM at the **Infinity** Difficulty Rank [beyond S-Rank] for example, where the monsters will typically be no more than **Lv. 200**, the level of the monsters may have an additional **+1** to **+49** levels added on top of it, making the monsters between Lv. **201** to **249***.), there will between **0** to **2** Special Effects on the Mission.

Depending on all these factors present, the level of the mission itself will be determined. To clarify a bit further, the level of a mission Is determined basically by how much "content" is present in one single IM; how many special effects are loaded, the strengths of those special effects, how high the strength of the monster's levels are, and how many blocks a mission's playtime consists of. While there is an actual calculation table that determines what adds / takes away from creating the overall level strength of an IM itself, I've chosen to omit it from this guide for the time being, and opted to simply tell you—the reader—the relevant information stated above.

It costs points to synthesize anything as far as IMs are concerned. The level of an IM mission will determine how many points are **necessary** [必要] and how many points you have **total** [合計] for it to be used in synthesis. To easily calculate how many points your IM needs to be used in one synthesis, simply look at the level of your mission and add a **0** at the end (e.g. a Lv. 3 mission requires 30 points to use, a Lv. 12 mission requires 120 points, and so on). Every time you complete an IM, you earn what are called **Mission Synthesis Points** [ミッション合成 P] towards that particular mission. C Rank missions are worth 10 points, B Rank is 20, A Rank is 40, S Rank is 60, and Infinity Rank Difficulty Completions are worth 80 Synthesis Points. All these details can be viewed from the game screen with the L & R shoulder buttons when you have an IM selected.

IMs also have a different naming scheme than most missions do—however it is fairly easy to decipher. The names typically follow an ***"Area & Boss"*** naming format that will tell you what zone you'll be in, and what boss you will fight at the end. For example, if you see an IM entitled ***"Eternal Summer and Mother Gaia"*** [常夏の地母神], then that IM is "CLAD 6 Beach & Dol Vaveer". Two more examples would be ***"Illusions and Blazing Emperor"*** [幻想の炎帝龍] and ***"The Genesis and Apocalyptic God"*** [創生の破壊神] translating out to "PSO Forest & PSO Dragon", and "Holy Ark Crowley & Dark Falz Dios" respectively.

Need-to-Know Facts:

- When Synthing, the **Result Mission** (the box on the far right) will always inherit the **Area** of the **Base Mission** (the Mission Code in the far left box), and the **Boss** of the **Plus Mission** (the Mission Code in the Center Box).
- You can only hold up to **100** different Infinity Missions on your entire save file. However, you may sort them or delete them as you see fit. You also may hold unused **Mission Codes** in your common storage box before registering them to your **Infinity Mission** database at the command console in your **My Ship**.
- All IMs on your save file can be freely accessed by all your characters on that memory stick.
- The maximum limit of different Special Effects you can have on one IM at any given time is five.
- The values determining the strengths / weaknesses of each individual special effect is placed on the table in the following page. Any values that you find that are higher, lower, or different than the ones displayed below are not authentic. Case in point, in the Japanese community, there are Infinity Missions that have **Experince Points 300%** special effects on them, when the Experience Points Special Effect is only supposed to be **20%, 35%** or **50%**. These special effects with abnormally high values are illegally hacked IMs and SEGA actively bans users who own such items.
- IMs with certain **Areas** and certain **Bosses** are only available via the **Japanese PlayStation Network**, or trading with certain people who have the IM with the corresponding Boss / Area you're seeking.
- Infinity Missions are relatively short in nature, they are either 2 blocks long, or 3 blocks long in playtime duration. How many blocks an IM has is represented by two icons. ★★ is two blocks, and ★★★ is three blocks. At the end of the two or three blocks, the final block will be the boss block.
- Enemy drops in IMs are different than they would be in Free Missions / Open Missions. Please see the drop on the following pages.
- Contrary to popular opinion, not all enemies selected in IMs are randomized. There is an actual pattern to it. Please see the enemy spawn and drop tables in the follow pages for more information.
- The both the areas and bosses listed in the tables on the next page are the only ones in existence in the entire game available to be used as IMs. There are also only 7 monster families as well listed in the tables on the next pages, along with their drops.

Special Effects, Areas, & Bosses:

特殊効果名：***Names of Special Effects***	初期値：***Initial Value***	2 段階目：***2nd Tier***	強化上限：***High Limits***	***Description***
経験値：***Experience Points***	+20%	+35%	+50%	Experience Points gained by battles increases by a specific percentage.
報酬タイプ P：***Type Points Reward***	+20%	+35%	+50%	Type Points awarded increases by a specific percentage.
報酬メセタ：***Meseta Reward***	+20%	+35%	+50%	Meseta gained after IM completion increases on a percentage.
ドロップ率：***Drop Rate***	+10%	+20%	+30%	Overall Drop Rate increases by a specific percentage.
属性率付与：***Attribute Percentage Grant***	+3%	+4%	+5%	Likelihood of attributes being awarded to Weapons / Armor that drop increases by a percentage.
武器:『光・闇・火・氷・雷・土』属性付与率：***WEAPONS : [Light / Dark / Fire / Ice / Electric / Earth] Granted Rate***	25%	50%	80%	Likelihood of drop Weapons having [ELEMENT] on them increases.
防具:『光・闇・火・氷・雷・土』属性付与率：***ARMOR : [Light / Dark / Fire / Ice / Electric / Earth] Granted Rate***	25%	50%	80%	Likelihood of drop Armor having [ELEMENT] on them increases.
敵:ブースト率：***ENEMY: Boost Rate***	x1.5	x2.0	x3.0	Likelihood of **BOOSTED** Enemy Encounter Rate increases by a multiplier
敵:HP ：***ENEMY: Hit Points***	x1.25	x1.10	x0.80	Enemy **Hit Points** increases〈増加〉/ decreases〈減少〉by multiplier
敵:攻撃力&法撃力：***ENEMY: Attack & TECH Strength***	x1.25	x1.10	X0.80	Enemy's **Attack** and **TECH** stats increase / decrease by multiplier
敵:命中力：***ENEMY: Accuracy***	x1.25	x1.10	x0.80	Enemy **Accuracy** increases〈上昇〉/ decreases〈下降〉by multiplier.

These are all the areas available via gathering mission codes / synthesis / trading with other players as far as infinity missions goes. On the left is how the names appear within the game's menu screen, and on the right are the actual areas of the Gurhal system that they correspond to. For namimg schemes, please refer to the previous page on Mission Synthesis.

エリア : ***Areas***	***Corresponding Areas***
新緑 : ***Fresh Verdure***	***Raffon Meadow [Parum]***
白銀 : ***The Snowfield***	***El-Bals [Moatoob]***
密林 : ***The Jungle***	***Crodog Rainforest [Moatoob]***
繚乱 : ***Profusion***	***Mizuraki C.D. [Neudaiz]***
漆黒 : ***Pitch Black***	***SEED Hive [Rykros]***
幻想 : ***Illusions***	***Phantasy Star Online VR Simulation Areas [Ragol]***
秘境 : ***Uncharted Region***	***Castle Ohtori [Neudaiz]*** ◎
覚醒 : ***The Awakened***	***Raffon Relics Site [Parum]***
常夏 : ***Eternal Summer***	***CLAD 6 Beach Resort Area [CLAD 6]*** ●
創生 : ***The Genesis***	***Holy Ark Crowley [Gurhal System Space]*** ●◎

● ***This Area is newly introduced into Phantasy Star Portable 2 Infinity.***
◎ ***This Area is only available via downloadable content from the Japanese PSN, or received from other players online.***

The follow page contains a list of all the potentially appearing bosses throughout all Infinity Missions. On the left is how the names appear within the game's menu screen, and on the right are the actual bosses within the Gurhal system that they correspond to. For namimg schemes, please refer to the previous page on Mission Synthesis.

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出現ボス : *Appearing Boss Titles*	*Corresponding Boss Names*
巨獣 : ***The Behemoth***	ディ・ラガン : ***De Ragan***
翼獣 : ***Winged Beast***	ゾアル・ゴウグ : ***Zoal Goug***
震角獣 : ***Horned Beast***	ビル・デゴラス : ***Bil De Golus***
守護獣 : ***The Sentinel***	ディ・ラグナス : ***De Ragnus***
聖獣 : ***Sacred Beast***	アルテラツゴウグ : ***Alterazgohg***
炎帝龍 : ***Blazing Emperor***	ドラゴン : ***Dragon [Phantasy Star Online]***
凶飛獣 : ***Winged Demon***	オンマゴウグ : ***Onmagoug***
凶砂獣 : ***Terror of Sands***	ディマゴラス : ***Dimmagolus***
双生獣 : ***Twin Beasts***	ファズンタル・セグンタル : ***Faz'nar Seg'ntar***
六眼獣 : ***Six-Eyed Beasts***	アジンゴウム・ギジンゴウム : ***Azn'gom Gijn'gom***
蛇獣 : ***The Serpent***	ディ・ロレイ : ***De Rol Le***
機械兵器 : ***Mechanical Weapon***	アダーナ・デガーナ : ***Adahna Degahna***
破壊兵器 : ***The Eradicator***	マガス・マッガーナ : ***Magas Maggahna***
多脚兵器 : ***Multi-Legged Weapon***	レオル・バディア : ***Reol Badia***
重装兵器 : ***Heavy Weapon***	ドゥガ・ドゥンガ : ***Duga Dunga***
真闇 : ***True Darkness***	ダルクファキス : ***Dulk Fakis***
邪神 : ***Evil Deity***	ダルクファキス最終形態 : ***Dulk Fakis, Final Form***
暗黒蛇 : ***Dark Snake***	ダークファルス王 : ***Dark Falz***
暗黒神 : ***Dark God***	ダークファルス最終形態 : ***Dark Falz, Final Form***
電脳中枢 : ***Central Computer***	マザー・ブレイン : ***Mother Brain***
侵略者 : ***The Invader***	オルガ・スピリトゥス : ***Orga Spiritus***
太陽神 : ***Sun God***	オルガ・アンゲルス : ***Orga Angelus***
堕天 : ***Fallen God***	オルガ・アナスタシス : ***Orga Anastasis*** ◎
地母神 : ***Mother Gaia***	ドル・ヴァベール : ***Dol Vaveer***

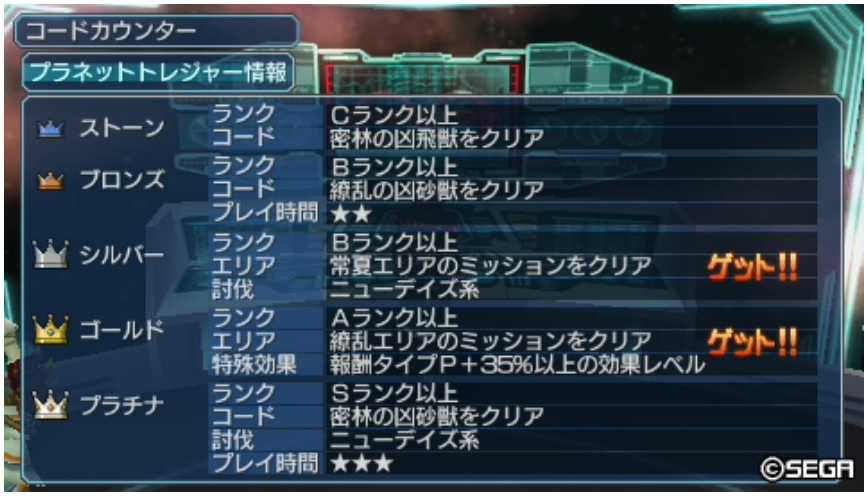
Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

邪龍 : ***Evil Dragon***	オルガディラン : ***Orga Dyran***
刃獣 : ***Bladed Beast***	ディラ・ブレイヴァス : ***Dyla Bravace*** ●
殻獣 : ***The Crustacean***	ギール・ゾーグ : ***Giel Zorg*** ●
甲殻兵器 : ***Armored Weapon***	ヴォルナ・グラフカ : ***Volna Gravka*** ●
覚醒者 : ***The Awakened***	オルガ・フロウ : ***Olga Flow*** ●◎
英雄 : ***The Hero***	オルガ・フロウ最終形態 : ***Olga Flow, Final Form*** ●◎
破壊神 : ***Apocalyptic God***	ダークファルス・ディオス : ***Dark Falz Dios*** ●◎
神獣 : ***Divine Animal***	ヤオロズ : ***Yaoroz*** ●◎
三兄弟 : ***Three Brothers***	ボル兄弟 : ***The Vol Brothers***
破壊者 : ***The Destroyer***	SEED・ヘルガ : ***SEED Helga***
機動兵器 : ***Mobile Weapon***	ヴィヴィアン : ***Vivienne***
野生児 : ***Feral Child***	カーシュ族の少年 : ***Kasch Tribesman***
太陽王 : ***Sun King***	シズル : ***Shizuru***
戦闘狂 : ***Battling Fiend***	レンヴォルト・マガシ : ***Renvolt Magashi*** ◎
神兵 : ***Divine Soldier***	ヘブンスマザー : ***Heavens Mother*** ●
転生者 : ***Reborn One***	ナギサ : ***Nagisa*** ●◎

● ***This Boss is newly introduced into Phantasy Star Portable 2 Infinity.***

◎ ***This Boss is only available via downloadable content from the Japanese PSN, or received from other players online.***

Planetary Treasure:



Planetary treasure is a new concept in ***Infinity***. This was necessary to implement the new featured item. The **Extend Code** ∞ [エクステンドコード∞]. Beyond the original Extend Codes is this item. This allows you to grind your weapons to an even further degree, ultimately increasing its overall strength. While there are many alternative way to obtain an **Extend Code** ∞, the most common and steadfast way is to play through IMs in an effort to earn **Planetary Treasure**.

To do so, one must first go up to the **Code Counter** in your My Ship and determine what missions you must complete in order to gain all planetary treasures. To do this, from the Code Counter, select the option marked **Planetary Treasure Information** [プラネットトレジャー情報]. The treasures themselves are separated into five rankings that you have to beat. They are **Stone** [ストーン], **Bronze** [ブロンズ], **Silver** [シルバー], **Gold** [ゴールド], and **Platinum** [プラチナ] respectively. Each ranking has certain criteria that an **Infinity Mission** (not the player him / herself) has to meet to even have a chance at getting the treasure.

Notice the picture above. We will look at first the requirements to get **Gold**, and then the requirements for **Platinum**. Because I have already earned the treasure for Silver and Gold, the word "**GET!!**" [**ゲット!!**] is displayed alongside them. But let's look at the requirements that were necessary to get Gold. Notice it says **Rank: A or Higher** [ランク：Aランク以上], **Area: "Profusion" Area Mission Cleared** [エリア：繚乱エリアのミッションをクリア], and **Special Effects: Type Point Rewards +35% or Higher Level** [特殊効果：報酬タイプP＋35%以上の効果レベル]. The idea here is that now you must synthesize an Infinity Mission that meets those parameters. Another example, look at Platinum. It says **Rank: S or Higher** [ランク：Sランク以上], **Code: The Jungle and Terror of Sands** [密林の凶砂獣をクリア], **Subjugation of: Neudaiz Class Enemies** [討伐：ニューデイズ系], **Playtime: 3 Blocks** [プレイ時間：★★★]. So again, here you must successfully synthesize an Infinity Mission that meets these parameters.

After meeting these requirements and synthesizing the appropriate Infinity Mission, a small crown icon with the appropriate color will appear next to the IM's name (see picture above). Now, you must play that mission on the specificied difficulty level of the treasure you're after. The treasure may or may not be acquired after you beat the mission. It is not a drop item. It is a reward item that appears at the end of a completed mission. So keep trying if you don't get it the first time. Once you have all five treasures, you may select the exchange mission entitled **"Treasure Exchange Place"** [トレジャー交換所] to trade in your treasures with Kunoh for **Extend Code** ∞ x1, and **Fusion Code** x20. Once you've done that, the Planetary Treasure Mission list will reset with new parameters, and you'll have to do new missions this time. For more information on the detailed process of Synthing Missions, please refer to the section on the next following pages entitled ***How to Synthesize Missions Effectively and Efficiently***.

Monster Spawn / Drop Tables:

As you are already aware of by now, throughout Infinity Missions, there are seven different Enemy classes that can appear. They are Parum, Moatoob, Neudaiz, Machinery, Humanoids, SEED Forms, and Stateria class enemies. What you may not be aware of is that the selection of monsters from each family is organized into five separate tables. Here's a breakdown.

Let's say that you have an IM that has **Parum** class monsters on it for example. Your initial thought for when you start such an IM is that "it's going to randomly select any and all enemies that appear on Planet Parum.". That's not an entirely accurate statement. While indeed, the selection of monsters from Parum is randomized, it's only randomized to a certain extent.

When you start up your IM from the Mission Selection screen, one of the five tables on Parum-class monsters will be chosen at random. The selection of monsters on any given table is already pre-determined. Point of fact; let us suppose at the start of a Mission, the game randomly selects **Parum Table 3**. In that table, you can expect to see exclusively ***Vahra, Go Vahra, Evil Shark, Pal Shark, Flan Blume, Shagreece*** and on a rare instance, ***Gill Shark***. You will not see any other monsters from Parum other than those ones mentioned for the entire duration of the Mission until you either abandon it, or complete it.

Each IM has two different monster classes it chooses from. Let us say that the first one is Parum, while the second one is Neudaiz. When you start up the mission, you may see monsters from **Neudaiz Table 5** and **Parum Table 3**. These two tables will bring in monsters according to their individual arrangements.

At this point, you might be wondering how this would be a benefit to yourself?

Well, there are some rare weapons and items that will only drop in IMs off of certain monsters. For example, the rare **16 Star** Axe known as **Endif** is known to drop off of **Humanoids Table 5**.

While there are many items that drop in this fashion, it should also be noted that there is a common, lingering belief that what area the Infinity Mission takes place on also determines whether or not the weapon will drop. Using the **Endif** example again, it has been confirmed to drop off **Humanoid Table 5** in **"The Jungle"** area. But this is only a confirmation that it dropped there—that's not to say that it *exclusively* drops in that area. However, which enemies are present definitely plays a factor in getting the rare drops that you want. If you want to see a list of what's been discovered thus far, please feel free to investigate the Japanese Wiki's weapon's section at this URL:

- http://wog.main.jp/psp2i-wiki/lumia/

Having said that, feel free to use the tables that are translated into English on the following page as a reference point to track down which items you might be interested in.

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

パルム系 : *Planet Parum Class Monster Spawn & Drop Tables*

#1	ポルティ ***Polty***	バジラ ***Badira***	ゴ・バジラ ***Go Badira***	スティンギー ***Stingee***	ジャッゴ ***Jaggo***		
	TABLE #1 NOTABLE DROPS: ハローポルティ Hello Polty / コニィ Coni ★ / デュナス・フリューゲ Dunas Fluge / クロムスピア Chrome Spear / トルネードスティンガー Tornado Stinger ★ / ソニックスプレンダー Sonic Splendor ★ / ヴェロスエスクード Velos Escudo ★ / カディアンナ Cadianna ★						
#2	コルトバ ***Koltova***	ディストバ ***Distova***	ヴォルフ ***Volfu***	ミズラ ***Mizura***	ワルムス ***Walmus***	ジャッゴ・リゾナ ***Jaggo Rizona***	
	TABLE #2 NOTABLE DROPS: ヤスミノコフ 3000 Yasminkov 3000 / コルトバズーカ Koltova Gun / ドリー Dori / エブロズィーク Ebrozike / レイジトンファー Rage Tonfa / トリニティバッシュ Trinity Bash / エルスラール Elsral ★ / デルピー Delpi ★ / アルパドーラ Arapadora ★ / ヴェロスエスクード Velos Escudo ★ / クラッド 6・シャグ CLAD 6 Shag ★ / ダークネスレイ Darkness Ray ★						
#3	ヴァーラ ***Vahra***	ゴ・ヴァーラ ***Go Vahra***	エビルシャーク ***Evil Shark***	パルシャーク ***Pal Shark***	フランブルーメ ***Flan Blume***	シャグリース ***Shagreece***	ギルシャーク ***Gill Shark***
	TABLE #3 NOTABLE DROPS: ディスカ Diska / ブラックバルズ Black Bull / アヴェンロート Avenrot / ラトルズネック Rattlesnake / ヴァーラクロー Vahra Claws ★ / ソニックスプレンダー Sonic Splendor ★ / キラーエリート Killer Elite ★ / コヒブミテリ Kohibumiteri ★ / ディスカスラッシャー Diska Slasher ★ / デルピー Delpi ★ / バサラロウド Basara Rodo ★ / ヤスミノコフ 3000 Yasminkov 3000 ★ / ヘイムダル Heimdall ★ / ニョイボウ Nyoi-Bo ★ / ブルージーレクイエム Broody Requiem ★						
#4	ポラヴォーラ ***Polavohra***	バル・ソーザ ***Bal Soza***	ジェリス ***Jeris***	ゴル・ドルバ ***Gol Dolva***	ジャーバ ***Jarba***		
	TABLE #4 NOTABLE DROPS: クラムホルン Crumhorn / ソニックスプレンダー Sonic Splendor / ウルザウェポン Veretha Weapon ★ / デルピー Delpi / ラヴィス＝ダガー Lavis Dagger ★ / タービュランスカノン Turbulence Cannon ★						
#5	アスターク ***Astark***	グラス・アサッシン ***Grass Assassin***	ガイノゼロス ***Gainozeros***	ボラ・ヴリーマ ***Bola Vreema***			
	TABLE #5 NOTABLE DROPS: ダガーオブセラフィ Dagger of Serafi / ブランディッシュ Brandish / シップウドトウ Shippudotou ★ / セレスティアルブレイズ Celestial Blaze ★ / サクリファイス・ダーカー Sacrifice Dagger ★ / ルシフェル Lucifel ★						

- ***Monster names highlighted in this color are Rare Monster Spawns for that particular table.***
- ***Text displayed in this color means that the item is in a red-colored box drop. Typically appears at S-Rank Difficulty.***
- ***Text displayed in this color means that the item is in a rainbow-colored box drop and quite rare. Typically appears at Infinity-Rank Difficulty. If there is a ★ next to the item, this item will only drop from monsters between Lv. 225 – 249.***

モトゥブ系 : *Planet Moatoob Class Monster Spawn & Drop Tables*

#1	ラプチャ ***Lapucha***	ナヴァル ***Naval***	ナヴァ・ルッダ ***Nava Ludda***	ベッガ ***Vegga***			
	TABLE #1 NOTABLE DROPS: ウルアテリ **Ulteri** / クロムランス **Chrome Lance** / ロケットパンチ **Rocket Punchers** / アンク・ピコラ **Ank Pikor** / アンク・デッダ **Ank Dedda** / シッガ・バレツ **Shigga Baret** / ヒロクテリ **Hirokteri** / ヴァリスタ **Varista** / リカウテリ **Rikauteri** ★ / アモーレローズ **Amore Rose** ★ / グッバイナヴァル **G'bye Naval** ★ / ツイングラッシャー **Twin Glashers** / ★トライデントクラッシャー **Trident Crusher** ★						
#2	サンド・ラッピー ***Sand Rappy***	ポイゾナスリリー ***Poison Lily***	ジシャガラ ***Jishagara***	ブル・ブナ ***Bul Buna***	ナルリリー ***Nar Lily***		
	TABLE #2 NOTABLE DROPS: シッガ・ビネス **Shigga Bines** / アンク・デッダ **Ank Dedda** / ツインサンドラッピーガン **Twin Sand Rappy Gun** / サンドラッピーガン **Sand Rappy Gun** / H&K38 コンバット **H&K 38 Combat Sp.** / ツインディアボリック **Twin Diabolic** / ラストサバイバー・レプカ **Last Survivor Replica** / ヴィシ・フェアラ **Vish Feara** / シッガ・デスタ **Shigga Desta** / クルタナ **Curtana** / クサナギ **Kusanagi** / ヴィシ・アダン **Vish Adan** / デュアルファンタズマ **Dual Phantasma** / ヴィシ・ディラガ **Vish Diraga** ★ / ホーリーレイ **Holy Ray** ★/ グロリアスウィング **Glorious Wing** ★ / 妖刀シュラ **Demonic Shura** ★						
#3	ヴァンダ ***Vanda***	ヴァンダ・メラ ***Vanda Merha***	ヴァンダ・オルガ ***Vanda Orga***	サベージ・ウルフ ***Savage Wolf***	バーベラス・ウルフ ***Barbarous Wolf***	ゾーナ ***Zoona***	ラッピー・リゾナ ***Rappy Rizona***
	TABLE #3 NOTABLE DROPS: ヴァンダ・クロウズ **Vanda Claws** / ヴァンダ・クロウ **Vanda Claw** / ツインヴァリスタ **Twin Varista** / オパオパ **Opaopa** / ヴァンガード **Vanguard** / グッダ・ホーン **Gudda Hon** / グッダ・ガント **Gudda Gant** / シッガ・ビネス **Shigga Bines** / ヴィシ・ディラガ **Vish Diraga** / アンク・ブッティ **Ank Buti** / カースアンサラー **Curse Answerer** / ローズクォーツ **Rose Quartz** / デスレイン **Deathrain** ★ / ツインルビーバレット **Twin Ruby Bullets** ★ / トライフィールド **Tri-Field** ★ / ギア・エクスペリエンス **Gear Experience** ★						
#4	ル・ダッゴ ***Lu Duggo***	ビル・デ・ビア ***Bil De Vear***	ドルァ・ゴーラ ***Drua Gohra***	コグ・ナッド ***Kog Nadd***	ダゴ・グジェリ ***Dago Gujeri***		
	TABLE #4 NOTABLE DROPS: キューティーシュート **Cutie Shooter** / ビル・デ・ホーン・アクス **Bil De Horn Axe** / シッガ・パクダ **Shigga Pakuda** / ドリルランチャー **Drill Launcher** / マギプロセッサ **Magi Processor** / アンク・ブッティ **Ank Buti** ★ / ヴァン・ブレラ **Van Brella** ★ / ヴィシ・ディラガ **Vish Diraga** ★ / トワイライトルーン **Twilight Rune** ★ / ディアボリッククロス **Diabolic Cross** ★						
#5	ナノノドラゴ ***Nano Dragon***	ココ・メロッダ ***Koko Melodda***	バグ・デッガ ***Bag Degga***	モグ・ボッゴ ***Mog Boggo***	バファル・ブラッガ ***Bafal Bragga***	ビル・デ・メラン ***Bil De Meran***	
	TABLE #5 NOTABLE DROPS: ヴィシ・ディラガ **Vish Diraga** ★ / シッガ・パクダ **Shigga Pakuda** ★ / アンク・ブッティ **Ank Buti** ★ / グッダ・イッガ **Gudda Igga** ★ / ヴァーミリオン **Vermillion** ★ / 蛇鞭メドゥーサ **Ophidian Medusa** ★ / エタニティゲイザー **Eternity Gazer** ★						

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- ***Text displayed in this color means that the item is in a rainbow-colored box drop and quite rare. Typically appears at Infinity-Rank Difficulty. If there is a ★ next to the item, this item will only drop from monsters between Lv. 225 – 249.***

ニューデイズ系 : *Planet Neudaiz Class Monster Spawn & Drop Tables*							
#1	アギータ ***Ageeta***	サウギータ ***Sageeta***	オルアカ ***Ollaka***	ラッピー・ポレック ***Rappy Polec***	ラッピー ***Rappy***	ラッピー・グラキ ***Rappy Guraki***	
	TABLE #1 NOTABLE DROPS: ロムルス **Romulus** / ホウロドウ **Howrod** / ティッポ・ドグマ **Tippo Dogma** / クロススケア **Cross Scar** / サイカ・オモテ **Sakai Omote** / ハラロドウ **Halarod** / ザ・タロット **The Tarot** / ラッピー・ティピーズ **Rappy Tea Piece** / ラピ・ティピ **Rappy Tip** / オキクドウグ **Okikudohg** / デイバザシ **Deva-zashi** / フェザーハンズ **Featherhands** / フェザーハンド Featherhand / ヒケンカマイタチ **Hiken-kamaitachi** / シッガ・バレツ **Shigga Baret** / エビルファング **Evil Fang** / アカツキ・封 **Akatsuki Fu** ★ / ツミキリ・オモテ **Tsumikiri Omote** ★ / レンゴクヒケン **Rengoku-hiken** ★ / バジュナアタ **Bajuna'ata** ★ / ニレンカムイ **Twin Kamui** ★ / 妖刀シュラ **Demonic Shura** ★						
#2	カクワネ ***Kakwane***	ゼルーモン ***Zelumon***	ムルヌハ ***Mulnuha***	ゴウシン ***Goshin***	ミルリリー ***Mil Lily***		
	TABLE #2 NOTABLE DROPS: ティッポ・ナゾラ **Tippo Nazra** / スタースライサー **Star Slicer** / ダイガミサキ **Daiga-Misaki** / ザンシュミサキ **Zanshu-Misaki** / フロウウェンの大剣 **Flowen's Sword** / マイセン **Maisen** / オガジンジン **Ogajinjin** / オウカノウ **Okanoh** / モンスターキラー **Monster Killer** / シースタースライサー **Sea Star Slicer** / シッガ・パクダ **Shigga Pakuda** / グラッシャー **Glasher** / 神撃ライコウ **Divine Raikou** ★ / 妖刀シュラ **Demonic Shura** ★						
#3	ゴーモン、オルゴーモン ***Gohmon, Olgohmon***	ブーマ ***Booma***	ゴ・ブーマ ***Go Booma***	ゴナン ***Gonan***	ゴルリリー ***Gol Lily***	クデトウブ ***Kudetob***	ジゴ・ブーマ ***Gigo Booma***
	TABLE #3 NOTABLE DROPS: マダムノアマガサ **Madam's Umbrella** / シェルドーテ **Serdote** / オキクドウグ **Okikudohg** / ツインインパクトクロー **Twin Impact Claws** / ヨアキソベラ **Yoakisobra** / マジカルピース **Magical Piece** ★ / シッガ・パクダ **Shigga Pakuda** ★ / オウカノウ **Okanoh** ★ / タマギリザシ **Tamagiri-zashi** ★ / **Ank Buti** ★ / 剣影 **Shadow Blade** ★ / ツインジゴブーマクロー **Twin Gigo Booma Claws** ★ / T ヤスミノコフ 2000H **Twin Yasminkov 2000H** ★ / ファントムミスト **Phantom Mist** ★ / ガトラスノワール **Gatlass Noir** ★						
#4	ラッピー・グッグ ***Rappy Gugg***	コウマヅリ ***Komazli***	ウバクラダ ***Ubakurada***	ダカマヅリ ***Dakamazli***	テンゴウグ ***Tengohg***	ラッピー・イッグ ***Rappy Igg***	
	TABLE #4 NOTABLE DROPS: リュウサイカノウ **Ryusaikanoh** / グリフォーネ **Grifone** / ヒケンカマイタチ **Hiken-kamaitachi** / オウカノウ **Okanoh** ★ / ツインディスカ **Twin Diska** ★ / ダブルスラッシャー **Double Slasher** ★ / ウバクラダ・ヘッドバット **Ubakurada Headbutt** ★ / シッガ・パクダ **Shigga Pakuda** ★ / スパイクスラッガー **Spike Slugger** ★ / テンゴウボウ **Tengoh Bow** ★ / オキクドウグ **Okikudohg** ★ / モーニンググローリー **Morning Glory** ★ / レンゴクヒケン **Rengoku-hiken** ★						
#5	カマトウズ ***Kamatoze***	ダノアマズ ***Danoamaz***	ゴランガラン ***Goran Garan***				
	TABLE #5 NOTABLE DROPS: リュウサイカノウ **Ryusaikanoh** ★ / オキクドウグ **Okikudohg** ★ / ラヴィス・アーロ **Lavis Arrow** ★ / 神杖アマテラス **Divine Amaterasu** ★ / セントアリス **Saint Alys** ★						

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- ***Text displayed in this color means that the item is in a rainbow-colored box drop and quite rare. Typically appears at Infinity-Rank Difficulty. If there is a ★ next to the item, this item will only drop from monsters between Lv. 225 – 249.***

マシナリー系 : *Machinery Class Monster Spawn & Drop Tables*

#1	フラビットB1 ***Flavit B1***	グラビットS7 ***Gravit S7***	ブナリ甲 3 型 ***Bunari Kou-3***	***YG-01Z BUG***	***YG-01K BUGGE***	***YG-01U BUGGES***	
	TABLE #1 NOTABLE DROPS: ストーム **Storm** / コニィ **Coni** / ソニックスプレンダー **Sonic Splendor** / ガルド **Guld** ★						
#2	バイシャ甲 21 型 ***Bysha type-Koh21***	バイシャ乙 32 型 ***Bysha type-Otsu32***	ゴーマ・ディラ ***Gohma Dilla***	ゴーマ・メスナ ***Gohma Methna***	GSM－05シーカー ***GSM-05 Seeker***	GSM－05Bボーマルタ ***GSM-05B Bomalta***	ラッピー・マキナ ***Rappy Machina***
	TABLE #2 NOTABLE DROPS: ブリッツゲイザー **Blitz Gazer** / ガトラスノワール **Gatlass Noir** / レッドスコルピオ **Red Scorpio** / ブルーバースト **Blue Burst** ★ / オキクドウグ **Okikudohg** ★ / カタストロフィ **Catastrophe** ★ / DB の剣 **DB's Sword** ★ / アスラヒケン **Asura-hiken** ★ / デルピー **Delpi** ★ / シグーR **Sig R** ★ / ギア・エクスペリエンス **Gear Experience** ★ / ドラゴニックエイジ **Dragonic Edge** ★						
#3	フィンジェR ***Finjer R***	フィンジェG ***Finjer G***	フィンジェB ***Finjer B***	シノワビート ***Sinow Beat***	GSM－05Mティレントス ***GSM-05M Tirentos***	シノワゴールド ***Sinow Gold***	
	TABLE #3 NOTABLE DROPS: シッガ・バレツ **Shigga Baret** / クリアサーベル **Clear Sabre** ★ / ジェミニスター **Gemini Star** ★ / シッガ・パクダ **Shigga Pakuda** ★ / ツインアルカ **Twin Arca** ★ / アルカセイバー **Arca Saber** ★ / シデミサキ **Shide-Misaki** ★ / シノワビートブレイド **Sinow Beat Blades** ★ / デルピー **Delpi** ★ / ヘクスガード **Hex Guard** ★ / ツインファルクロー **Twin Falclaws** ★ / シノワゴールドダガー **Sinow Gold Daggers** ★ / アストラルライザー **Astral Riser** ★						
#4	グリナ・ビートC ***Grinna Bete C***	ディラ・グリーナ ***Dilla Griena***	グリナ・ビートS ***Grinna Bete S***				
	TABLE #4 NOTABLE DROPS: アスールファイア **Azul Fire** ★ / ソニックスプレンダー **Sonic Splendor** ★ / グリーナ・クラッカー **Greina Cracker** ★ / シッガ・パクダ **Shigga Pakuda** ★ / トライマゼンダ **Tri-Magenta** ★ / スタンドスティル **Impasse (Standstill Shield)** ★ / グリナグレネード **Grinna Grenade** ★ / グリナビートバスター **Grinna Bete Buster** ★						
#5	ギャランゾ ***Garanz***	シノワ・ヒドキ ***Sinow Hidoki***	ビード・グルード ***Bead Groode***	バランゾ ***Baranz***			
	TABLE #5 NOTABLE DROPS: オウカノウ **Okanoh** / シデミサキ **Shide-Misaki** / アンク・ブッティ **Ank Buti** ★ / ランミサキ **Ran-Misaki** ★ / SSPN ランチャー **SSPN Launcher** ★						

- *Monster names highlighted in this color are Rare Monster Spawns for that particular table.*
- ***Text displayed in this color means that the item is in a red-colored box drop. Typically appears at S-Rank Difficulty.***
- *Text displayed in this color means that the item is in a rainbow-colored box drop and quite rare. Typically appears at Infinity-Rank Difficulty. If there is a ★ next to the item, this item will only drop from monsters between Lv. 225 – 249.*

人型系 : *Humanoid Class Monster Spawn & Drop Tables*

#1	特務兵･カノーネ ***Special Ops - Kanohne***	同盟軍重装兵 ***AMF Heavy Infantry***	ゴ･バジラ ***Guardians Rosta***	スティンギー ***Guardians Rosk***	ジャッゴ ***Rappy Paral***	

TABLE #1 NOTABLE DROPS:

M&A33 / フローズンシューター Frozen Shooter / コニィ Coni / ウィッチブルーム Witch's Broom / H10 ミズーリ H10 Missouri / バレットダンス Bulletdance / ソニックスプレンダー Sonic Splendor ★ / エッジブレイザー Edge Blazer ★ / デスレイン Deathrain ★ / オウカノウ Okanoh ★ / シグーR Sig R ★ / タルラッピーキャノン Rappy Barrel (Tal Rappy Cannon) ★ / タルラッピーキャノン G Tal Rappy Cannon-G ★ / タルラッピーキャノン EX Tal Rappy Cannon-EX ★ / コマンドブレイザー Commando Blazer ★ / ラヴィス＝ダガー Lavis Dagger ★

#2	教団警衛士･タグバ ***Armed Servant - Taguba***	教団警衛士･オズナ ***Armed Servant - Ozuna***	教団警衛士･バスタ ***Armed Servant - Basta***	教団警衛士･オブメ ***Armed Servant - Obme***	SEED･キャスト Sa ***Seed-Cast (Sa)***	SEED･キャスト Tw ***Seed-Cast (Tw)***	SEED･ラボスタッフ ***SEED Lab Staff***

TABLE #2 NOTABLE DROPS:

ヤスミコフ 2000H Yasminkov 2000H / トワイライトルーン Twilight Rune / デイバザシ Deva-Zashi / マジカルピース Magical Piece / オキクドウグ Okikudohg / オウカノウ Okanoh / シラハザシ Shiraha-zashi / パクパクの枝 Pakupaku Branch / ポロン Poron / アンク･ザギザ Ank Zagza / ルビーバレット Ruby Bullet / ファントム Phantom / ソニックスプレンダー Sonic Splendor ★ / デルピー Delpi ★ / アンク･ブッティ Ank Buti ★ / デラガザシ Deraga-zashi ★ / サテライトライザー Satellite Riser ★ / マジカルウォンド Magical Wand ★ / シッガ･パクダ Shigga Pakuda ★ / エンドイフ Endif ★

#3	特務兵･ゾルダ ***Special Ops - Solda***	特務兵･アサルト ***Special Ops - Assault***	特務兵･スパーダ ***Special Ops - Sparda***	特務兵･ヴォビス ***Special Ops - Vobis***	SEED･キャスト Kn ***Seed-Cast (Kn)***	SEED･キャスト Sh ***Seed-Cast (Sh)***	

TABLE #3 NOTABLE DROPS:

カードリガス Card Regas / グッダ･ガント Gudda Gant / ファイナルインパクト Final Impact ★ / デルピー Delpi ★ / ツインファウティーマ Twin Fauteema ★ / ツインサイレンスクロー Twin Silence Claws ★ / ソニックスプレンダー Sonic Splendor ★ / チェインソード Chainsawd ★ / ティッポ･ドグマ Tippo Dogma ★ / ティッポ･ナゾラ Tippo Nazra ★ / ヤスミノコフ 2000H Yasminkov 2000H ★

#4	ローグス･オッグ ***Rogue Ogg***	ローグス･マッズ ***Rogue Mazz***	ローグス･ジャッセ ***Rogue Jasse***	リトルウィング･ロスた ***Little Wing Rosta***	リトルウィング･ロスク ***Little Wing Rosk***	

TABLE #4 NOTABLE DROPS:

ロストブレイカー Lost Breaker / ロストソード Lost Sword / ファティウーマ Phyteuma / ムグンブルガ Mugunburga ★ / アンク･ブッティ Ank Buti ★ / サヴァイブスラッシュ Survival Slasher ★ / ヴィシ･ディラガ Vish Diraga ★ / シッガ･パクダ Shigga Pakuda ★ / ゲキツナアタ Gekitsnata ★ / アサシンクロー Assassin Claw ★

#5	ローグス･ウィッコ ***Rogue Wikko***	イルギル ***Ill Gill***	

TABLE #5 NOTABLE DROPS:

パンプキン･ヘッド Pumpkin Head / イルギル･テスタメント Ill Gill Testament / ウインドミル Windmill

- ***Monster names highlighted in this color are Rare Monster Spawns for that particular table.***
- ***Text displayed in this color means that the item is in a red-colored box drop. Typically appears at S-Rank Difficulty.***
- ***Text displayed in this color means that the item is in a rainbow-colored box drop and quite rare. Typically appears at Infinity-Rank Difficulty. If there is a ★ next to the item, this item will only drop from monsters between Lv. 225 – 249.***

SEED 系 : *SEED Form Class Monster Spawn & Drop Tables*							
#1	パノン、ベルパノン ***Pannon, Bel Pannon***	ガルディン ***Galdeen***	ジェディン ***Jedein***	センディラン ***Sendillan***			
	TABLE #1 NOTABLE DROPS: デイライトスカー **Daylight Scar** / H10 ミズーリ T **Twin H10 Missouri** / クラムホルン **Crumhorn** / ヴィシ・アダン **Vish Adan** / シッガ・バレツ **Shigga Baret** ★ / ヴィシ・ディラガ **Vish Diraga** ★ / バトルストッパー **Battlestopper** ★ / グリフォーネ **Grifone** ★ / パンドラエクストリーム **Pandora Extreme** ★						
#2	デルセバン、デルジャバン ***Delsaban, Deljaban***	デルプ・スラミィ ***Delp Slami***	オルクディラン ***Orcdillian***	ガオゾラン ***Gaozoran***	カオスソーサラー ***Chaos Sorcerer***		
	TABLE #2 NOTABLE DROPS: サーサライ **Sasarai** / ドリー **Dori** / クサナギ **Kusanagi** / デルジャグナス **Del Jagnus** / オキクドウグ **Okikudohg** / ネメシス **Nemesis** ★ / ソニックスプレンダー **Sonic Splendor** ★ / ブラッディフロウ **Bloody Flow** ★						
#3	SEED・ヴァンス、 SEED・ヴィタス ***Seed-Vance,*** ***Seed-Vitace***	ディルナズン ***Dilnazen***	SEED・アーダイト ***Seed-Ardite***	ダーヴァガイン ***Darvaguine***	ジャスナガン ***Jusnagun***	デルナディアン ***Delnadian***	ダーベラン ***Darbelan***
	TABLE #3 NOTABLE DROPS: ルクミン **Lukmin** / ヴィタス・リーチャー **Vitace Reacher** / ツインディルエッジ **Twin Dil-Edge** ★ / デルピー **Delpi** ★ / ウィルスレジスト **Virus Resist** ★ / モラト・マキナス **Morat Machinas** ★						
#4	ザシャロガン ***Zasharogan***	ゾルディラン ***Zoldillan***	デルバイツァ ***Delbiter***	SEED・アーガイン ***Seed-Argine***	キャリガイン ***Carriguine***		
	TABLE #4 NOTABLE DROPS: ナイトランサー **Knight Lancer** / ブラックホーク **Blackhawk** / デモニックフォーク **Demonic Fork** / アンク・ブッティ **Ank Buti** ★ / ヴィシ・ディラガ **Vish Diraga** ★ / キャリガインルゥカー **Carriguine-Rucar** ★ / シッガ・パクダ **Shigga Pakuda** ★ / スカルソーサラー **Skull Sorceror** ★ / サンライザー **Sunriser** ★ / シャドウテイカー **Shadow Taker** ★ / 魔剣レーヴァテイン **Demonic Laevateinn** ★						
#5	ダークベルラ ***Dark Belra***	インディベルラ ***Indi Belra***	ボルガディラン ***Vorgadillan***	カオスブリンガー ***Chaos Bringer***			
	TABLE #5 NOTABLE DROPS: オウカノウ **Okanoh** / ブリッツスラッガー **Blitz Slugger** / エンシャントサイト **Ancient Sight** ★ / ニレンカムイ **Twin Kamui** ★						

- ***Monster names highlighted in this color are Rare Monster Spawns for that particular table.***
- ***Text displayed in this color means that the item is in a red-colored box drop. Typically appears at S-Rank Difficulty.***
- ***Text displayed in this color means that the item is in a rainbow-colored box drop and quite rare. Typically appears at Infinity-Rank Difficulty. If there is a ★ next to the item, this item will only drop from monsters between Lv. 225 – 249.***

スタティリア系 : *Stateria Class Monster Spawn & Drop Tables*					
#1	タヴァラス ***Tavalus***	ヴァルガタス ***Vulgatus***	ゴルモロ ***Golmoro***	オブリリー ***Ob Lily***	
	TABLE #1 NOTABLE DROPS: バンガサジコミ Bangasa Jikomi / アイカソウキ Aikasoki / グラルディーク Graldike / ツインディアボリック Twin Diabolic / ブラックシールド Black Shield / ソニックスプレンダー Sonic Splendor / カザミノコテ Kazami Bracer ★ / ギガススピナー Gigas Spinner ★ / ブルージーレクイエム Broody Requiem ★ / ディスカサイクロン Diska Cyclone ★				
#2	ガルヴァパス、ザムヴァパス ***Galvapas, Zamvapas***	スヴァルタス ***Svaltus***	オルグダス ***Orgdus***		
	TABLE #2 NOTABLE DROPS: ミリアスソード Milias Sword / スヴァルタスソード Svaltus Sword / ロストブレイカー Lost Breaker / クラウ・ソラス Claíomh Solais / ギザミサキ Giza-Misaki / ヴァパスシューター Vapas Shooter / アルテミス Artemis / ヴィシ・ディラガ Vish Diraga ★ / ソウルフェニックス Soul Phoenix ★ / フローティングエッジズ Floating Edges ★ / リーピングスティンガー Reaping Stinger ★				
#3	ヴァリアラン ***Valiaran***	ライグタス ***Rygutass***	ルタス・ジッガ ***Lutus Jigga***		
	TABLE #3 NOTABLE DROPS: タルタロスカノン Tartarus Cannon / シェルドーテ Serdote / ウルスラグナ Verethragna / デオグレイブ Deo Glaive / ソニックスプレンダー Sonic Splendor ★ / ホワイトディザスター White Disaster ★ / ライグタス・ストーム Rygutass Storm ★ / エンシェントスターロード Ancient Starlord ★ / フローティングエッジズ Floating Edges ★				
#4	スヴァルティア ***Svaltia***	ナーゲヴァール ***Nargevahl***	ブリガンティア ***Brigantia***		
	TABLE #4 NOTABLE DROPS: エッゲサックス Eckesachs / オキクドウグ Okikudohg ★ / アーティファクツ Artifacts ★ / ソニックスプレンダー Sonic Splendor / ミズーリ M13 Missouri M13 ★ / Svaltia Tomahawk ★				
#5	イヴァーラス ***Ivarlus***	ブレードマザー ***Blade Mother***	シュートマザー ***Shoot Mother***	フォースマザー ***Force Mother***	
	TABLE #5 NOTABLE DROPS: ディラガンスレイ De Ragan Slayer / サルヴァドール Salvador / ミズーリ M25SE Missouri M25SE ★ / アンク・ブッティ Ank Buti ★ / ブライトスター Bright Star ★ / ゼロセイバー Zero Saber ★ / ギガンテスインパクト Gigantes Impact ★ / ゼロブラスター Zero Blaster ★ / インフィニットブラスター Infinite Blaster ★ / シャドウテイカー Shadow Taker ★ / 煌刃パニッシュメント Gleaming Punishment ★				

- ***Monster names highlighted in this color are Rare Monster Spawns for that particular table.***
- ***Text displayed in this color means that the item is in a red-colored box drop. Typically appears at S-Rank Difficulty.***
- ***Text displayed in this color means that the item is in a rainbow-colored box drop and quite rare. Typically appears at Infinity-Rank Difficulty. If there is a ★ next to the item, this item will only drop from monsters between Lv. 225 – 249.***

How to Synthesize Missions Effectively and Efficiently:

This is a question I encounter frequently. So, here I'll take the time to explain my general theory behind effective IM synthesis.

I know that we've already touched on a few points regarding synthesizing Missions. Including:

- A translation of all the menus and on how to access synthesis menus.
- The fact that you need "Mission Synthesis Points" in order to synthesize missions in the first place.
- How to gain said points.

If you missed those points, feel free to go back a few pages and overlook it again. If not, then let's move on.

The first point I'd like to mention is that you should try to treat your IMs as if you were breeding livestock (think of how Chocobo Breeding works in Final Fantasy games, for example). It would be wise on your part to keep your pools of IMs to be used for synthing segregated from one another. To selectively "cross-breed" missions with each other. Generally, the way I go about doing it is to keep Monster Families separated from Special Effects, so I can combine them more easily at a later date. I also like to create "control groups" of Infinity Missions, but I'll get into that in a bit.

Let's say that you want to create an Infinity Mission that has the following:

- Area: **The Jungle** [Crodog Rainforest]
- Boss: **Three Brothers** [The Vol Brothers]
- Enemy Class 1: **Humanoids**
- Enemy Class 2: **Machinery**
- Special Effects:
  1: Type Points Reward: +50%
  2: Experience Points Reward: +50%
  3: Drop Rate +30%
  4: (Nothing)
  5: (Nothing)

These are the more important ones. Factors such as **Playtime** and **Enemy Strength Level** should be the least of your concern. Your first order of business is to collect as many **Mission Codes** as you can with varying bosses and areas and the special effect listed as **Nothing** [**なし**] on it. These are going to be your "control groups". In accordance with the example of our ideal IM, our next order of business is twofold:

1. Sort around through your IMs with the special effects listed as **Nothing** [**なし**]. Weed out and look for any ones in particular that have the area you want, in this case **The Jungle** [密林], the boss you want, **Three Brothers** [三兄弟], and the two enemy classes you want. **Humanoids, Machinery** [人型系, マシナリー系] in this case.
2. Farm for more **Mission Codes** and look for ones that have only ONE special effect on them. In this case, look for one that has **Drop Rate +10%** [ドロップ率+10%], one that has **Experience Points +20%** [経験値+20%] and one that has **Type Points Reward +20%** [報酬タイプ P+20%] respectively.

Now here's the fun part. Play with all your IMs described in goals 1 and 2 so that you build up enough **Mission Synthesis Points** for all the missions.

Next, begin synthing together your Missions that have **Nothing** on their Special Effects. Please bear in mind that when synthing, the **Result Mission** (the box on the far right) will always inherit the **Area** of the **Base Mission** (the Mission Code in the far left box), and the **Boss** of the **Plus Mission** (the Mission Code in the Center Box). Example:

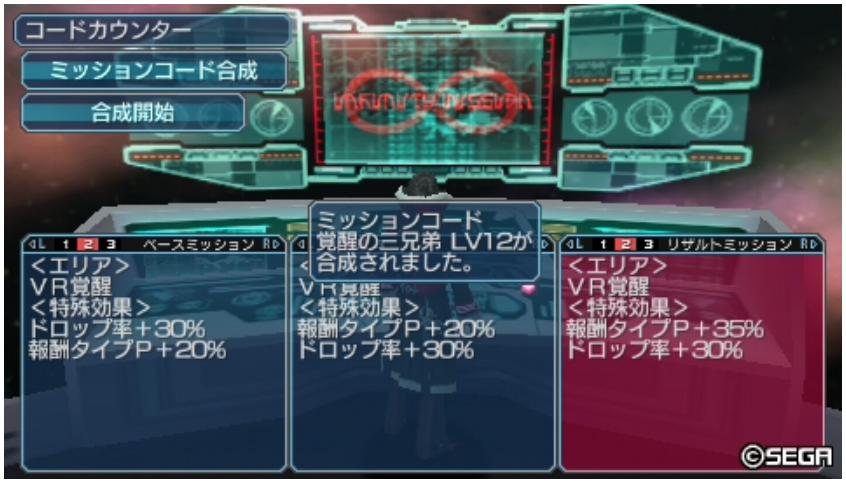
- **Base Mission**: ***Illusions and Blazing Emperor*** (Area: PSO Forest, Boss: PSO Dragon), combined with **Plus Mission: *Snowfield and The Behemoth*** (Area: El-Bals, Boss: De Ragan), will always be **Result Mission: *Illusions and The Behemoth*** (PSO Forest and De Ragan).

While synthing your "**Nothing**" IMs together, you want to get them to a point where they have the **Area, Boss,** and the **2 Enemy Classes** you want while having **Nothing** listed under special effects.

Next, move on to the Missions we talked about in the 2nd point I mentioned; the IMs that have only one special effect on them. Synth each of these together at least once with your **"Nothing"** IMs. In doing so, you will end up **transferring** that special effect to the Result Mission. You'll understand why in a little bit.

For the sake of argument, let's use the **Drop Rate +10%** special effect as an example. The desired result is to have at least two IMs that have the same special effect of **Drop Rate +10%**, but have different **Areas / Bosses** independent of each other.

Next, start playing these two missions again. The original mission and the result mission you just synthed. The goal is to build up more synthesis points for you to synthesize again. Once you do build up enough points, first go walk up to the **Code Counter** and save your game in case this doesn't work. Once you've done that, synth the two missions together. If it is successful, the end result should resemble something like the picture shown here.



In this example, two different missions with different bosses, but the same area—both with **Type Points Reward +20%** were synthesized together. The resulting mission ended up boosting the **Type Points Reward** special effect from **+20%** to **+35%**.

If you synthesize your missions together in this same fashion, and the **value** of your special effects is not boosted, simply use your options to **return to the Title Screen without saving**, reload your save file, and try again. This time, you may try it in the reversed order. If that doesn't work, make another IM using the **Nothing** IM of your choice, and the **Drop Rate +10%** (or any one you're working with).

Sakai and Terada—the executive producers behind this game—mentioned that there was a "hidden stat" that plays a factor in increasing the values of special effects, but that they wouldn't reveal what it was. So, not even the Japanese players are 100% aware of how raising the values of Special Effects work flawlessly.

To max out the values of your IM's special effects, the same basic principle illustrated above still applies. Just use the same method with more varying Areas and Bosses to increase the values when you synthesize.

Now, for the last part.

Adding multiple Special Effects onto your IM is easy at first, but becomes harder later on. The first thing you should do before attempting this is to max out the values of all the Special Effects you plan to use in your final mission. You can see what the maxed out values are for all special effects in the previous page exclusively for special effects.

After you've done that, the next step is to synthesize your IMs together with two different Special Effects. Like **Experience Points +50%** and **Drop Rate +30%** for example. The end result being an IM with both Special Effect applied to one mission. This is the easy part.

I know you've read earlier that the maximum number of Special Effects you can have on one IM is 5. However, for the time being, we're going to focus only on getting 3 added to one IM. It should be noted right off the bat that two Special Effects on one IM synthesized with an IM that has no Special Effects will result in an IM with the same two Special Effects. So, with that being said, this would be a good opportunity now to synthesize your 2 Special Effects IM with your IM that has your desired Area / Boss / 2 Monster Classes. This is where you begin to "finalize" your mission. Keep synthing your IM over and over to a point where you get the Area / Boss / 2 Monster Classes / 2 Special Effects you want all onto one Mission.

Next, we are going to add a third special effect. I mentioned earlier the **Drop Rate +30%** and **Experience Points +50%** special effects being on one mission, right? Let's add **Type Points Reward +50%** now. Start by taking the IM with your **TP+50%** on it, and Synthesize it with another IM that has a different Special Effect than your other ones you're using (Different from your Drop Rate and EXP one). In the picture to the right, for example, I chose to synth it together with **Weapon: Likelihood of Darkness Element Dropping 50%**. The next step after this would be to build up the Mission Synthesis Points for that mission.

Lastly, **save before you synth**, and then synth the two IMs together with your original IM (**Drop Rate +30%, EXP +50%**). Because a different Special Effect is loaded on your other IM (the **Darkness Element Weapon +50%** one), only one of the Special Effects is going to get transferred over. The end result should grant you with 3 Special Effects on 1 IM if done successfully.

I should note the fact that which Special Effect gets transferred over as the 3rd special effect seems to be dependent on two things:

1. Is it being synthed from the **Base Mission** or the **Plus Mission** slot?
2. Is it at the **Top** or at the **Bottom** in the list of Special Effects?

I could be wrong—and this is just me talking from personal experience—but I find that when adding a 3rd Special Effect, if the Effect you're trying to transfer over is in the **Base Mission** and at the **Bottom** of the list, it'll get transferred over. If it's in the **Plus Mission** and at the **Top** of the list, it'll get transferred over. That's what seems to work for me, and if you look at the picture above, it seems to hold true as well.

One final thing to note; in order to add 4 or 5 Special Effects, you must apply this same principle, but on a larger scale. Examples would be instead of trying to synth two IMs with 2 different special effects each to make one with 3 special effects, you would have to synth two IMs with 3 different special effects to make one with 4 special effects. Or two IMs with 4 different ones to make one with 5. Confusing, isn't it? Anyway, I hope that helps! Happy Synthesizing!

10. Glossary of Translated Names:

This section of the guide Is a list of all the translated names of various important items, weapons, armor, photon arts, enemies, missions and client orders of note that can be found throughout *Phantasy Star Portable 2 Infinity*. Please feel free to use this section as a cross-reference for any items you may come across.

Important Items - Inventory & Consumables:

This list is of items that are often carried within your character's inventory. Along with spellstones, codes, and event items such as tickets, badges, and coupons amongst other things.

❖ ***Inventory & Consumable Items:***

モノメイト：***Monomate***
ディメイト：***Dimate***
トリメイト：***Trimate***
ソルアトマイザー：***Sol Atomizer***
スターアトマイザー：***Star Atomizer***
ムーンアトマイザー：***Moon Atomizer***
シフタライド：***Shiftaride***
デバンライド：***Debanride***
バーントラップ：***Burn Trap***
フリーズトラップ：***Freeze Trap***
コンフューズトラップ：***Confuse Trap***
ウィルストラップ：***Virus Trap***
バーントラップEX：***Burn Trap EX***
スタントラップEX：***Stun Trap EX***
スケープドール：***Scape Doll***
カロリーメイト・メープル：***Calorie Mate – Maple***

Exchange Items:

魔石ハートキー：***Heart Key Spellstone***
魔石イリティスタ：***Iritista Spellstone***
魔石ブラッディムーン：***Bloody Moon Spellstone***
魔石ファントムナイト：***Phantomite Spellstone***
ウェポンズ・バッヂ鉄：***Weapons Badge Iron***
ウェポンズ・バッヂ銅：***Weapons Badge Bronze***
ウェポンズ・バッヂ銀：***Weapons Badge Silver***
ウェポンズ・バッヂ金：***Weapons Badge Gold***
フォトンドロップ：***Photon Drop***
フォトンクリスタル：***Photon Crystal***
フォトンスフィア：***Photon Sphere***
フォトンブースター：***Photon Booster***
フォトンコード：***Photon Code***
ゲーマガ：***Gemaga Ticket***
PAフラグメント：***PA Fragment***
スペシャルチケットC：***Special Ticket C***
スペシャルチケットB：***Special Ticket B***
スペシャルチケットA：***Special Ticket A***
スペシャルチケットS：***Special Ticket S***
スペシャルチケットEX：***Special Ticket EX***
お楽しみ引換券：***Amusement Coupon***
スペシャルバッヂ：***Special Badge***
ガーディアンズバッヂ：***Guardians Badge***
リトルウィングバッヂ：***Little Wing Badge***
ファンタシースターバッヂ：***Phantasy Star Badge***
エクステンドフラグメント：***Extend Fragment***
ラピ子の幸運の羽根：***Rapico's Wing of Fortune***
ガーディアンズチケット：***Guardians Ticket***
ハンターズチケット：***Hunters Ticket***
リトルウィングチケット：***Little Wing Ticket***
フュージョンコード：***Fusion Code***
エクステンドコード：***Extend Code***
エクステンドコード ∞：***Extend Code*** ∞

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Colors of Clothing:

At the special request of the western *Phantasy Star* community, I have been asked to include a table of all the translated names of colors for clothing. This is due to the fact that some people may potentially want to trade clothing with their friends.

Please refer to the table below to identify colors as their names are written within the trade window in your game.

❖ ***Clothing Colors:***

白 : **White**
黒 : **Black**
灰色 : **Gray**
紫 : **Purple**
明るい紫 : **Light Purple**
暗い紫 : **Dark Purple**
黄 : **Yellow**
明るい黄 : **Light Yellow**
暗い黄 : **Dark Yellow**
緑 : **Green**
明るい緑 : **Light Green**
暗い緑 : **Dark Green**
赤 : **Red**
明るい赤 : **Light Red**
暗い赤 : **Dark Red**
青 : **Blue**
明るい青 : **Light Blue**
暗い青 : **Dark Blue**
桃色 : **Pink**
明るい桃色 : **Light Pink**
暗い桃色 : **Dark Pink**
色 : **"Color"**

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Photon Arts - Skills / Bullets / TECHNIC Disks :

This list features all PA Discs available in the game. This is just a translation of names. If you want to look at stats, please check the English or Japanese Wikis. Any new Photon Arts in infinity will be displayed in **this color**:

ソード *Sword:*
グランドクラッシャー : Grand Crusher
グラビティブレイク : Gravity Break
スピニングブレイク : Spinning Break
トルネードブレイク : Tornado Break

ナックル *Knuckle:*
ボッガ・ダンガ : Bogga Danga
イック・ヒック : Ikku Hikku
ボッガ・ズッバ : Bogga Zubba
ボッガ・ランパ : Bogga Ranpa
ボッガ・ロバッド : Bogga Robado

スピア *Spear:*
ドゥース・ダッガズ : Dus Daggas
ドゥース・スカッド : Dus Skadd
ドゥース・マジャーラ : Dus Majarra
ドゥース・ロバッド : Dus Robado

ダブルセイバー *Double Saber:*
スパイラルダンス : Spiral Dance
アブソリュートダンス : Absolute Dance
トルネードダンス : Tornado Dance
サイクロンダンス : Cyclone Dance
グラビティダンス : Gravity Dance

アックス *Axe:*
アンガ・グルッダ : Anga Grudda
アンガ・レッダ : Anga Redda
アンガ・ドルガレガ : Anga Dugrega
アンガ・ジャブロッガ : Anga Jabroga

ツインセイバー *Twin Saber:*
スプレンダークラッシュ : Splendor Crush
アサルトクラッシュ : Assault Crush
クロスハリケーン : Cross Hurricane
ブレードデストラクション : Blade Destruction
ライジングクラッシュ : Rising Crush

ツインダガー *Twin Dagger:*
モウブセイレンザン : Moubu Seiren-za
レンガチュウジンショウ : Renga Chujin-shou
ソウジンランブショウ : Soujin Ranbu-sho
レンカイブヨウザン : Renkai Buyou-zan
ヒショウジンレンザン : Hishou Jinren-zan

ツインクロー *Twin Claw:*
ブクウレンセンガ : Bukuu Rensen-ga
レンザンセイダンガ : Renzan Seidan-ga
チュウエイジトツシン : Chueiji Tosshin
ソウガチュウセッカ : Sougacho Sekka
レンザンセンシュウガ : Rensan Senshou-ga

セイバー *Saber:*
グラビティストライク : Gravity Strike
スピニングストライク : Spinning Strike
インフィニットストーム : Infinite Storm
ライジングストライク : Rising Strike

ダガー *Dagger:*
ブテンシュンレンザン : Buten Shuren-zan
ヒカイシュウハザン : Hikai Shuha-zan
シソクテンカイザン : Shisoku Tenkai-zan
シュンブショウレンザン : Shunbu Shouren-zan

クロー *Claw:*
ショウセントツザンガ : Shousen Totsuzan-ga
センテンカンザンガ : Senten Kanzan-ga
シュウソウレツザンガ : Shusou Retsuzan-ga
ブクウサイエンザン : Bukuh Saien-zan

ウィップ *Whip:*
ヴィヴィ・ダンガ : Vivi Danga
ヴィヴィ・デッザ : Vivi Dezza
ヴィッシ・グルッダ : Vissi Grudda

スライサー *Slicers:*
チュウトウカンツウジン :
Choto Kantsu-jin
チッキキョレンジン :
Chikki Kyoren-jin
レツザンソウヒジン :
Retsuzan Souhi-jin
レックウチュウヒジン :
Rekku Chouhi-jin

ライフル *Rifle:*
パワーシュート : Power Shoot
ヒットシュート : Hit Shoot
ロングレンジシュート : Long-Range Shoot
セイブシュート : Save Shoot
バスターシュート : Buster Shoot

ショットガン *Shotgun:*
バラタ・パウガ : Barada Powga
バラタ・ヒッガ : Barada Higga
バラタ・ロンガ : Barada Longa
バラタ・セイガ : Barada Saga
バラタ・マガ : Barada Maga

ロングボウ *Longbow:*
リキセイソウ : Rikisei-sou
キュウセイソウ : Kyusei-sou
チョウセイソウ : Chousei-sou
ユウセイソウ : Yuhsei-sou
ゾクセイソウ : Zokusei-sou

グレネード *Grenade:*
ボンマ・パウガ : Boma Powga
ボンマ・ヒッガ : Boma Higga
ボンマ・ロンガ : Boma Longa
ボンマ・セイガ : Boma Saga
ボンマ・バンガ : Boma Banga

レーザーカノン *Laser Canon:*
パワープリズム : Power Prism
ヒットプリズム : Hit Prism
ロングレンジプリズム : Long-Range Prism
セイブプリズム : Save Prism
バスタープリズム : Buster Prism

ツインハンドガン *Twin Handguns:*
パワーバレット : Power Bullets
ヒットバレット : Hit Bullets
ロングレンジバレット : Long-Range Bullets
セイブバレット : Save Bullets
エレメンタルバレット : Elemental Bullets

ハンドガン *Handgun:*
パワーショット : Power Shot
ヒットショット : Hit Shot
ロングレンジショット : Long-Range Shot
セイブショット : Save Shot
エレメンタルショット : Elemental Shot

クロスボウ *Crossbow:*
ヤック・パウガ : Yak Powga
ヤック・ヒッガ : Yak Higga
ヤック・ロンガ : Yak Longa
ヤック・セイガ : Yak Saga
ヤック・ザッケンガ : Yak Zakkenga

カード *Card:*
リキセイシキ : Rikisei-shiki
キュウセイシキ : Kyuusei-shiki
チョウセイシキ : Chousei-shiki
ユウセイシキ : Yuhsei-shiki
ゾクセイシキ : Zokusei-shiki

マシンガン *Machinegun:*
パワーフィーバー : Power Fever
ヒットフィーバー : Hit Fever
ロングレンジフィーバー : Long-Range Fever
セイブフィーバー : Save Fever
メセタフィーバー : Meseta Fever

Fire Element TECHNICs: フォイエ : Foie ラ・フォイエ : Rafoie ダム・フォイエ : Damfoie ギ・フォイエ : Gifoie シフタ : Shifta ジェルン : Jellen フォバース : Foverse ***Ice Element TECHNICs:*** バータ : Barta ラ・バータ : Rabarta ダム・バータ : Dambarta ギ・バータ : Gibarta デバンド : Deband ザルア : Zalure サ・バータ : Sa Barta ***Lightning Element TECHNICs:*** ゾンデ : Zonde ラ・ゾンデ : Razonde ギ・ゾンデ : Gizonde ノス・ゾンデ : Noszonde サ・ゾンデ : Sa Zonde	***Ground ElementTECHNICs:*** ディーガ : Diga ラ・ディーガ : Radiga ダム・ディーガ : Damdiga ギ・ディーガ : Gidiga ノス・ディーガ : Nosdiga ディバース : Diverse ***Light Element TECHNICs:*** レスタ : Resta レジェネ : Regené (Giresta) グランツ : Grants ダム・グランツ : Damgrants ナ・グランツ : Na Grants ***Darkness Element TECHNICs:*** メギド : Megid ラ・メギド : Ramegid ダム・メギド : Dammegid ノス・メギド : Nosmegid メギバース : Megiverse サ・メギド : Sa Megid

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Type Abilities, Old & New :

This section will give the translated names and brief descriptions of all the type abilities that are available to players in Infinity. Newly introduced Type Abilities will be marked in this color. Point allocation cost is not listed; you can see it in the game yourself.

Type Abilities learned by All Jobs:		
Ability Name:	**Level:**	**Effects:**
HP ブースト : HP Boost	1	Max HP Boosted by +50. Stacks with other abilities.
自動回復薬ハーフライン : Auto-Recovery Half Line	2	Automatically uses a Mono / Di / Trimate from inventory if HP is 50% or less.
自動回復薬デッドライン : Auto-Recovery Dead Line	2	Automatically uses a Mono / Di / Trimate from inventory if HP is 35% or less.
PP エスケープセイブ : PP Escape Save	3	Cuts PP Cost of Dodging by 40%.
HPアブソープション : HP Absorption	4	Recover a fixed percentage of HP when Exact Guarding. Maximum is 15%.
ワイルドブラスト : Wild Blast	5	Rate of the Blast Guage being charged is increased.
GRM フリーク : GRM Freak	5	Weapons manufactured by GRM gain an increase in power.
ヨウメイフリーク : Yohmei Freak	5	Weapons manufactured by Yohmei gain an increase in power.
テノラフリーク : Tenora Freak	5	Weapons manufactured by Tenora Works gain an increase in power.
PPアブソープション : PP Absorption	6	Recover a fixed percentage of PP when Exact Guarding. Maximum is 30%.
フレンドディフェンス : Friend Defense	10	Teamwork with Partner Characters is strengthened; Partner DEF rises.
ガードアブソーバー : Guard Absorber	10	Damage Reduction from Guarding is boosted by 10%. PP Loss is reduced too.
メセタブースト : Meseta Boost	10	Increases the amount value of Meseta that drops in battle.
フルカスタムパワー : Full Custom Power	15	Increases the power of weapons ground to 10. Weapon ATK boosted by 3%.
ジャストガードマスター : Just Guard Master	18	The window of time in which you can Exact Guard successfully is extended.
クリティカルパワー : Critical Power	20	Critical Hit Damage is boosted by 4%.
属性率ブースト : Attribute Boost	20	Boosts the attribute % of weapons and shield-weaves. Rate is 5%.
経験値ブースト : EXP Boost	20	Increases Experience Points Gained rate by 25%.

レアアイテムブースト : Rare Item Boost	30	Increases Drop Rate of Rare Items by 25%.
HP スーパーブースト : HP Super Boost	35	Boosts HP by 80. Stacks with other abilities.
エンジェルブレス : Angel Bless	35	Amount of HP recovered from Star Atomizers is boosted.
回復薬ハイブースト : Recovery High-Boost	42	Effects of Recovery Items are boosted by 20%.
ダメージコンバート PP : Damage PP Convert	45	Recover a fixed % of PP when you take damage by a maximum of 5%.
タフネス : Toughness	50	Slows PP recovery but increases the rate at which the Blast Gauge charges instead.

Type Abilities learned by Hunters:		
Ability Name:	**Level:**	**Effects:**
攻撃力ブースト : ATK Boost	2	Boosts ATK by 30.
回復薬ブースト : Recovery Item Boost	2	Effectiveness of Recovery Items used on self increases by 12.5%.
PP ガードセイブ : PP Guard Save	3	Cuts PP Cost of Blocking by 50%.
防御力ブースト : DEF Boost	4	Boosts DEF by 20.
ジャストガードアドバンス : Exact Guard Advance	6	Shield Arts power is boosted when Exact Guard is successfully executed.
アドバーススピリット : Adverse Spirit	7	When HP is under 35%, DEF and MND are boosted by 30%.
スーパーアーマー : Super Armor	8	It becomes more difficult for the enemy to make the user flinch.
燃焼プロテクト : Burn Protect	9	Immunity to Burn Status Effect.
凍結プロテクト : Freeze Protect	10	Immunity to Freeze Status Effect.
ソードストライク : Sword Strike	11	Critical Hit Rate of Swords increases by 10%.
スピアストライク : Spear Strike	12	Critical Hit Rate of Spears increases by 10%.
ナックルストライク : Knuckles Strike	13	Critical Hit Rate of Knuckles increases by 10%.
ツインダガーストライク : Twin Dagger Strike	14	Critical Hit Rate of Twin Daggers increases by 10%.
攻撃力ハイブースト : ATK High Boost	15	Boosts ATK by 50.
ダブルセイバーストライク : Double Saber Strike	16	Critical Hit Rate of Double Sabers increases by 10%.
ツインセイバーストライク : Twin Saber Strike	17	Critical Hit Rate of Twin Sabers increases by 10%.
アックスストライク : Axe Strike	18	Critical Hit Rate of Axes increases by 10%.
ツインクローストライク : Twin Claw Strike	19	Critical Hit Rate of Twin Claws increases by 10%.
ソードアドバンス : Sword Advance	21	Attack Power of Sword type weapons increases by 4%.
スピアアドバンス : Spear Advance	22	Attack Power of Spear type weapons increases by 4%.

ナックルアドバンス : Knuckles Advance	23	Attack Power of Knuckles type weapons increases by 4%.
ツインダガーアドバンス : Twin Dagger Advance	24	Attack Power of Twin Dagger type weapons increases by 4%.
防御力ハイブースト : DEF High Boost	25	Boosts DEF by 40.
ダブルセイバーアドバンス : Double Saber Advance	26	Attack Power of Double Saber type weapons increases by 4%.
ツインセイバーアドバンス : Twin Saber Advance	27	Attack Power of Twin Saber type weapons increases by 4%.
アックスアドバンス : Axe Advance	28	Attack Power of Axe type weapons increases by 4%.
ツインクローアドバンス : Twin Claw Advance	29	Attack Power of Twin Claw type weapons increases by 4%.
PP スキルセイブ : PP Skill Save	30	Cuts Skill PP Usage by 10%.
攻撃力スーパーブースト : ATK Super Boost	35	Boosts ATK by 40. Stacks with other abilities. **EXCLUSIVE TO HUNTER JOB ONLY.**
防御力スーパーブースト : DEF Super Boost	35	Boosts DEF by 40. Stacks with other abilities.
ノックダウンアーツ : Knockdown Arts	40	Grants shield attacks the ability to knock enemies down. **EXCLUSIVE TO HUNTER JOB ONLY.**
バーンストライク : Burn Strike	40	Increases damage done to burned enemies by 7%.
デンジャラスワーク : Dangerous Work	45	When HP is 35% or lower, damage output increases by 7%.
フリーズストライク : Freeze Strike	45	Increases damage done to frozen enemies by 7%.
アタックブースター : Attack Booster	50	Melee Weapons that Knock Down, Launch, or Blow Away enemies have their attack power increased by 15%. **EXCLUSIVE TO HUNTER JOB ONLY.**

Type Abilities learned by Rangers:		
Ability Name:	**Level:**	**Effects:**
命中力ブースト : ACC Boost	2	Boosts ACC by 15.
フルチャージショット : Full Charge Shot	2	Charged shots can be charged to a 2nd level for even stronger attacks.
アドバースアタッカー : Adverse Attacker	3	While afflicted by a status effect, your damage output increases by 30%.
回避力ブースト : EVA Boost	4	Boosts EVA by 20.
エスケープアドバンス : Escape Advance	6	Increases the period of invincibility from dodging.
プレシジョンアタッカー : Precision Attacker	7	Reduces the volatility for weapons with variable damage by 50%.
エレメンタルヒット : Elemental Hit	8	Increases chance of inflicting status effect by 10%.
毒プロテクト : Poison Protect	9	Immunity to Poison Status Effect.
睡眠プロテクト : Sleep Protect	10	Immunity to Sleep Status Effect.
ライフルストライク : Rifle Strike	11	Critical Hit Rate of Rifles increases by 10%.
T ハンドガンストライク : T. Handgun Strike	12	Critical Hit Rate of Twin Handguns increases by 10%.
ショットガンストライク : Shotgun Strike	13	Critical Hit Rate of Shotguns increases by 10%.
シャドゥーグストライク : Shadoog (R-Mag) Strike	14	Critical Hit Rate of Shadoogs (R-Mags) increases by 10%.
命中力ハイブースト : ACC High Boost	15	Boosts ACC by 30.
トラップブレイカー : Trap Breaker	15	Damage taken from Traps and Turrets is halved.
グレネードストライク : Grenade Strike	16	Critical Hit Rate of Grenades increases by 10%.
クロスボウストライク : Crossbow Strike	17	Critical Hit Rate of Crossbows increases by 10%.
レーザーカノンストライク : Laser Cannon Strike	18	Critical Hit Rate of Laser Cannons increases by 10%.
マシンガンストライク : Machinegun Strike	19	Critical Hit Rate of Machineguns increases by 10%.

ライフルアドバンス : Rifle Advance	21	Attack Power of Rifle type weapons increases by 4%.
ツインハンドガンアドバンス : Twin Handgun Advance	22	Attack Power of Twin Handgun type weapons increases by 4%.
ショットガンアドバンス : Shotgun Advance	23	Attack Power of Shotgun type weapons increases by 4%.
シャドゥーグアドバンス Shadoog (R-Mag) Advance	24	Attack Power of Shadoog (R-Mag) type weapons increases by 4%.
回避力ハイブースト : EVA High Boost	25	Boosts EVA by 40.
グレネードアドバンス : Grenade Advance	26	Attack Power of Grenade type weapons increases by 4%.
クロスボウアドバンス : Crossbow Advance	27	Attack Power of Crossbow type weapons increases by 4%.
レーザーカノンアドバンス : Laser Cannon Advance	28	Attack Power of Laser Cannon type weapons increases by 4%.
マシンガンアドバンス : Machinegun Advance	29	Attack Power of Machine Gun type weapons increases by 4%.
PP バレットセイブ : PP Bullet Save	30	Cuts Bullet PP usage by 10%.
命中力スーパーブースト : ACC Super Boost	35	Boosts ACC by 20. Stacks with other abilities. **EXCLUSIVE TO RANGER JOB ONLY.**
持久力スーパーブースト : END Super Boost	35	Boosts END by 15. Stacks with other abilities.
シャープスナイパー : Sharp Sniper	35	Increases ACC when attacking in first-person mode.
ハイスピードチャージ : Hi-Speed Charge	40	Charge shots take less time to charge. **EXCLUSIVE TO RANGER JOB ONLY.**
ポイズンストライク : Poison Strike	40	Increases damage done to poisoned enemies by 7%.
パーフェクトキーパー : Perfect Keeper	45	Increases the damage you do when at full HP by 2%.
スリープストライク : Sleep Strike	45	Increases damage done to sleeping enemies by 15%.
バーストシューター : Burst Shooter	50	Attack Power of Charge Shots increased by 15%. **EXCLUSIVE TO RANGER JOB ONLY.**

Type Abilities learned by Forces:		
Ability Name:	**Level:**	**Effects:**
法撃力ブースト : TEC Boost	2	Boosts TEC by 30.
フォローアドバンス : Follow Advance	2	Recovery TECHNIC potency is boosted by 25%.
アシストアドバンス : Assist Advance	3	All support TECHNIC duration extended by 20% except Jellen & Zalure.
精神力ブースト : MND Boost	4	Boosts MND by 20.
サポートロングレンジ : Support Long-Range	6	The Range of Support & Recovery TECHNICs is boosted by 50%.
フォトンバリア : Photon Barrier	7	Damage equal to less than 3% of your total HP will be negated.
フォローハイスピード : Follow High Speed	8	Casting Speed of Recovery TECHNICs boosted by 30%.
感染プロテクト : Infection Protect	9	Immunity to Infection Status effect.
麻痺プロテクト : Stun Protect	10	Immunity to Stun Status effect.
ロングボウストライク : Longbow Strike	11	Critical Hit Rate of Longbows increases by 10%.
炎テクニックハイスピード : Fire TECHNIC High Speed	11	Casting Speed of Fire TECHNICs boosted by 30%.
氷テクニックハイスピード : Ice TECHNIC High Speed	12	Casting Speed of Ice TECHNICs boosted by 30%.
雷テクニックハイスピード : Lightning TECHNIC High Speed	13	Casting Speed of Lightning TECHNICs boosted by 30%.
土テクニックハイスピード : Ground TECHNIC High Speed	14	Casting Speed of Ground TECHNICs boosted by 30%.
法撃力ハイブースト : TEC High Boost	15	Boosts TEC by 50.
光テクニックハイスピード : Light TECHNIC High Speed	16	Casting Speed of Light TECHNICs boosted by 30%.
闇テクニックハイスピード : Dark TECHNIC High Speed	17	Casting Speed of Dark TECHNICs boosted by 30%.
ロッドストライク : Rod Strike	18	Critical Hit Rate of TECHNICs cast with Rods increases by 10%.

カードストライク : Card Strike	19	Critical Hit Rate of Cards increases by 10%.
ロングボウアドバンス : Longbow Advance	21	Attack Power of Longbow type weapons increases by 4%.
アシストハイスピード : Assist High Speed	22	Casting Speed of Support TECHNICs boosted by 30%.
炎テクニックアドバンス : Fire TECHNIC Advance	23	Attack Power of Fire TECHNICs increases by 10%.
テクニックアドバンス+ : TECHNIC Advance+	23	Boosts the power, effect, and effect duration of technics. Stacks with other "Advanced" abilities (i.e. Fire Advance/炎テクニックアドバンス, Ice Advance /氷テクニックアドバンス, etc.). Does not extend the duration of Foverse.
氷テクニックアドバンス : Ice TECHNIC Advance	24	Attack Power of Ice TECHNICs increases by 10%.
雷テクニックアドバンス : Lightning TECHNIC Advance	25	Attack Power of Lightning TECHNICs increases by 10%.
精神力ハイブースト : MND High Boost	25	Boosts MND by 40.
テクニックハイスピード+ : TECHNIC High-Speed+	25	Cast speed of TECHNICs boosted. Not as effective as [element] cast speed abilities, but can be stacked with them.
土テクニックアドバンス : Ground TECHNIC Advance	26	Attack Power of Ground TECHNICs increases by 10%.
光テクニックアドバンス : Light TECHNIC Cannon Advance	27	Attack Power of Light TECHNICs increases by 10%.
闇テクニックアドバンス : Dark TECHNIC Advance	29	Attack Power of Dark TECHNICs increases by 10%.
カードアドバンス : Card Advance	29	Attack Power of Card type weapons increases by 4%.
PP テクニックセイブ : PP Technic Save	30	Cuts Technic PP usage by 10%.
法撃力スーパーブースト : TEC Super Boost	35	Boosts TEC by 40. Stacks with other abilities. **EXCLUSIVE TO FORCE JOB ONLY.**
精神力スーパーブースト : MND Super Boost	35	Boosts MND by 40. Stacks with other abilities.
サポートロングレンジ+ : Support Long Range+	40	Improves the range of effect of all support technics.

リバーサラー : Reversaler	40	Grants Regené (Giresta) a revival effect. **EXCLUSIVE TO FORCE JOB ONLY.**
スタンストライク : Stun Strike	40	Increases damage done to stunned enemies by 4%
パーフェクトキーパー : Perfect Keeper	45	Increases the damage you do when at full HP by 2%.
チャームストライク : Charm Strike	45	Increases damage done to taunted enemies by 30%.
テクニカルマスター : Technical Master	50	Reduces the PP consumption of the 2nd and 3rd technic casts in a 3-cast combo (Reduction for 2nd cast is 20%, 3rd cast is 40%). **EXCLUSIVE TO FORCE JOB ONLY.**

Type Abilities learned by Bravers (Vanguards):		
Ability Name:	**Level:**	**Effects:**
PP ブースト : PP Boost	2	Max PP is boosted by 10.
ダメージレジスト : Damage Resist	2	Damage received is reduced by 10%.
HP リストレイト : HP Restore	3	Restores 10% of Max HP every 10 seconds.
持久力ブースト : STA Boost	4	STA is boosted by 10.
パートナーシップ : Partnership	6	Fighting ability of Partner Characters is boosted.
バーストボマー : Burst Bomber	7	Danage from traps set by you increase by 50%.
ハーフディフェンス : Half Defense	8	If your HP is equal or greater to 1/3 of your Max HP, any attack suffered that would take greater than 50% of your health will instead leave you with 1 HP.
感電プロテクト : Shock Protect	9	Immunity to Shock Status effect.
混乱プロテクト : Confusion Protect	10	Immunity to Confusion Status Effect.
セイバーストライク : Saber Strike	11	Critical Hit Rate of Sabers increases by 10%.
ハンドガンストライク : Handgun Strike	12	Critical Hit Rate of Handguns increases by 10%.
ダガーストライク : Dagger Strike	13	Critical Hit Rate of Daggers increases by 10%.
ウォンドストライク : Wand Strike	14	Critical Hit Rate of Attack TECHNICs cast with Wands increases by 10%.
PP ハイブースト : PP High Boost	15	Max PP is boosted by 20.
トラップブレイカー : Trap Breaker	15	Damage taken from Traps and Turrets is halved.
マドゥーグストライク : Madoog (T-Mag) Strike	16	Critical Hit Rate of Attack TECHNICs cast with Madoogs (T-Mags) increases by 10%.
スライサーストライク : Slicer Strike	17	Critical Hit Rate of Slicers increases by 10%.
ウィップストライク : Whip Strike	18	Critical Hit Rate of Whips increases by 10%.
クローストライク : Claw Strike	19	Critical Hit Rate of Claws increases by 10%.
セイバーアドバンス : Saber Advance	21	Attack Power of Saber type weapons increases by 4%.
ハンドガンアドバンス : Handgun Advance	22	Attack Power of Handgun type weapons increases by 4%.

ダガーアドバンス : Dagger Advance	23	Attack Power of Dagger type weapons increases by 4%.
ジェルンプロテクト : Jellen Protect	24	Immunity to ATK & TEC Down Status Effect.
持久力ハイブースト : STA High Boost	25	STA is boosted by 20.
PP リストレイト : PP Restore	25	Natural PP Recovery Rate is increased by 5 per second.
ザルアプロテクト : Zalure Protect	26	Immunity to DEF, EVA, & MND Down Status Effect.
スライサーアドバンス : Slicers Advance	27	Attack Power of Slicer type weapons increases by 4%.
ウィップアドバンス : Whips Advance	28	Attack Power of Whip type weapons increases by 4%.
クローアドバンス : Claws Advance	29	Attack Power of Claw type weapons increases by 4%.
プロフェショナル : Professional	30	Delay caused by a successful hit with a striking weapon is reduced.
回避力スーパーブースト : EVA Super Boost	35	Boosts EVA by 20. Stacks with other abilities. **EXCLUSIVE TO BRAVER (VANGUARD) JOB ONLY.**
フルバーストボマー : Full Burst Bomber	40	Greatly boosts the power of traps. Does not stack with Burst Bomber. **EXCLUSIVE TO BRAVER (VANGUARD) JOB ONLY.**
ショックストライク : Shock Strike	40	Increases damage done to shocked enemies by 10%
デンジャラスワーク : Dangerous Work	45	When HP is 35% or lower, damage output increases by 7%.
コンフューズストライク : Confuse Strike	45	Increases damage done to confused enemies by 15%.
イグナイトアーツ : Ignite Arts	50	Boosts the maximum usable level of skills, bullets and offensive technics by 5 (exception is Resta/ Regené [Giresta]). **EXCLUSIVE TO BRAVER (VANGUARD) JOB ONLY.**

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Weapons / Shields / Modules :

This section is a list of all the Weapons, Shieldweaves, and Modules available in Infinity. Anything marked in red is newly introduced content in the game. Moreover, items (weapons, in particular) will not be listed alphabetically. Rather, they will be listed in a descending order from the most common, to the extremely rare—their letter grade rankings (C, B, A, S) and their Star rankings (1 to 16★). This is just a translation of names. If you want to look at stats, please check the English or Japanese Wikis.

ソード ***Sword:***

Rank C **1 ~ 3★**	ソード : Sword ソルウド : Saud ソダッド : Sodad ギガッシュ : Gigush ギガソウド : Gigasaud ソダ・ギガッサ : Soda Gigassa ソードック : Swordoc ソルウドック : Saudoc ソダドック : Sodadoc ブレイカー : Breaker ブレコウド : Brekaud ソダ・ブレッカ : Soda Brekka ハンゾック : Hanzoc ソダ・ハゾック : Soda Hazzoc スティールハーツ I : Steel Hearts I	**Rank A** **7 ~ 9★**	ハンゾウ : Hanzo クレアソード : Creasword ハクトウラ : Haktora クレソルウド : Cresaud ソダ・ハッゾ : Soda Hazzo ソダ・クレア : Soda Crea アイスソード・ラム : Ice Sword Lum フロウウェンの大剣 : Flowen's Greatsword ソウルイーター : Souleater ジョギリ : Jogiri シユウザク : Shuzak ソダ・ジョッギ : Soda Joggi ゲンフウ : Genfu アイスソード・パイ : Ice Sword Pi ドラゴンスレイヤー : Dragon Slayer 芸の道 : Path of Art (Goof Swatter) カリバーン : Caliburn アオリユウ : Aoryu ソダ・リバーン : Soda Riban アイスソード・ミル : Ice Sword Mil ブラッディ・フリューゲ : Bloody Fluge チェインソード : Chain Sword マガナ・スレイヤー : Magana Slayer バサラロウド : Basalaraud クラウ・ソラス : Claíomh Solais ガ・ヴォルグ : Ga Vorg マダムノアマガサ : Madam's Umbrella スティールハーツ III : Steel Hearts III
Rank B **4 ~ 6★**	クレイモア : Claymore クレモウド : Claymaud ソダ・クレッマ : Soda Clayma ヒュージカックー : Hugecuttuc ビフテード・レア : Beefslayer Rare キャリバー : Calibur	**Rank S** **10 ~ 12★**	ヒュージカッター : Huge Cutter ソウルバニッシュ : Soulbanisher ディランスレイヤー : Dyran Slayer カン・ウー : Kan Yu スヴァルタスソード : Svaltus Sword コクイントウ・ホオズキ : Kokuintou Houzuki

	キヤロウド : Calaud ソダ・キャリバ : Soda Caliba カン・ウーック : Kan Yuc ビフテード・ウェルダン : Beefslayer Well Done ラストサバイバー・レプカ : Last Survivor Replica ヨノハテ・封 : Yonohate Fu 蒼龍刀ザンテツ : Zantetsu バンブーブレード : Bamboo Blade アスカロン : Ascalon アスコウド : Ascaud ソダ・アッカス : Soda Accas ディラガンスレイック : De Ragan Slayic ビフテード・ミディアム : Beefslayer Medium カエルム・フリューゲ : Caelum Fluge エクスカリバー : Excalibur 剛剣アンカーキング : Strong Anchor King 凍剣アンカーキング : Frozen Anchor King ミリアスソード : Milias Sword アカツキ・封 : Akatsuki Fu ロストソード : Lost Sword スティールハーツ II : Steel Hearts II ファミ通デンドウブレード : Famitsu Dendou Blade ルカのマグロ : Luka's Tuna		ディラガンスレイ : De Ragan Slayer グラン・オルカ : Gran Orca デュナス・フリューゲ : Dunas Fluge スピンテール・ディスカ : Spintail Diska ザンバ : Zamba ミリアスブレイカー : Milias Breaker マダムノヒガサ : Madam's Parasol ロストブレイカー : Lost Breaker
Rank S & ∞ 13 ~ 16★	ライトニングエスパーダ : Lightning Espada ソウルフェニックス : Soul Phoenix アギト・レプカ : Agito Replica エリュ・シオーヌ : Ely Sion ヨノハテ・印 : Yonohate In アカツキ・印 : Akatsuki In トラディシオン : Tradición スティールハーツ IV : Steel Hearts IV 封印ノダチ : Sealed Nodachi ハートオブディスピアー : Heart of Despair 魔剣ダークフロウ : Cursed Dark Flow		

ナックル ***Knuckle:***

Rank C **1 ~ 3★**	ナックル : Knuckles ネアクル : Neacle グッダ・ナクル : Gudda Nukel フィスト : Fists ヒスタクル : Histacle グッダ・フィトス : Gudda Fest ナックルック : Nuckluc ネアクルック : Neacluc グッダ・ナクルック : Gudda Nuckluc ブラスナックル : Brass Knuckles ブラサクル : Brassacle グッダ・ブラナ : Gudda Brana ブレイバクルック : Brebacruc グッダ・ブレバック : Gudda Brebac ソニックナックル : Sonic Knuckles トゥエルブオンス : 12-Ouncer	**Rank A** **7 ~ 9★**	ブレイバクル : Brebacle グッダ・ブレッバ : Gudda Breba ゴウツダクル : Gotsdacle グッダ・ゴッダ : Gudda Godda ガレントクル : Grentacle グッダ・ガント : Gudda Gant スクリューグローブ : Screw Gloves エイトオンス : 8-Ouncer ブレイブナックル : Brave Knuckles デッガナックル : Degga Knuckles
Rank B **4 ~ 6★**	ワイヤーグラブ : Wire Gloves ワイヤクル : Wirecle グッダ・ワッヤ : Gudda Waya グッダ・スケラック : Gudda Skelac リベットグラブ : Rivet Gloves リベタクル : Rivetacle グッダ・リバト : Gudda Ribat グッダ・ホーンク : Gudda Honc ぷよぷよ拳 : Puyo Pop Fists スパークフィスト : Spark Fists ポンポンスマッシュ : Pompom Smash グレイター : Graters グレタクル : Gratacle グッダ・グレタ : Gudda Greta グッダ・イガック : Gudda Iggac ファイティングビート : Fighting Beat コネオンナックル : Game Pro Knuckles 流動在・心乃臓 : Telltale Hearts アレックパンチ : Alec Punchers マッハスピナー : Mach Spinner リン・レンロードローラー : Rin Len Roadrollers ニャックル : Nyackles ポリタンナッコォ : Poritan Knukko	**Rank S** **10 ~ 12★**	グッダ・スケラ : Gudda Skela セイクリッドダスター : Sacred Dusters グッダ・ホーン : Gudda Hon ロケットパンチ : Rocket Punchers グッダ・イッガ : Gudda Igga ドリルナックル : Drill Knuckles ゴッドハンド : God Hand

Rank S & ∞ **13 ~ 16★**	グッダ・ラス・レオルド : Gudda Las Leord メラン・ナックル : Melan Knuckles ブレインスパイラル : Brain Spiral クレイジーギャラクティス : Crazy Galactis ミラクルパンチ : Miracle Punchers スチームナックル : Steam Knuckles ギア・エクスペリエンス : Gear Experience ヴァーミリオン : Vermillion ジャッジメントハーツ : Judgement Hearts グロリアスウィング : Glorious Wings

スピア *Spear:*

Rank C **1 ~ 3★**	スピア : Spear スピナアタ : Spinata ムクピア : Mukpear ピケー : Pike ピケナアタ : Pikenata ムクキ : Mukuke スピアック : Spearc スピナアタック : Spinatac ムクピアック : Mukpearc トゥプ・ナスル : Toop Nasur ランス : Lance ラサナアタ : Lacanata ムクパッテ : Mukpat グングナアタック : Gungnatac ムグングリック : Mugungric バレットランサー : Bullet Lancer クロムスピア : Chrome Spear アイアンランス : Iron Lance	**Rank A** **7 ~ 9★**	グングナアタ : Gungnata ムグングリ : Mugungri ハンドスピア : Hand Spear ブラックレクイエム : Black Requiem フトズナアタ : Futsnata ムクフィト : Mukfet ハルヴァ・テュボーラ : Halva Tubola ガトラナアタ : Gatranata ムカトランド : Muktrand ウバクラダ・ヘッドバット : Ubakurada Headbutt グランシャリオ : Grand Chariot クロムランス : Chrome Lance ヘーメラードリル : Hemera Drill ビターベリィ : Bitter Berry ナイトランサー : Knight Lancer
Rank B **4 ~ 6★**	パルチザン : Partizan パルザナアタ : Parzanata ムカルベ : Mukalbe ゲキツナアタック : Gekitsnatac ムグンリュクック : Mugunrukuc ハルベルト : Halbert ハルバナアタ : Halbenata ムクルッデイ : Mukrudi ムクテンゲキック : Muktengekic ハルヴァ・ラファッガ : Halva Rafagga クリスマスツリー : Christmas Tree カドマツスピア : Pine Spear バルディス : Berdys バルダナアタ : Berdynata ムカラッド : Mukarad ムグンブルガック : Mugunburgac アートジャベリン : Art Javelin ロンギヌスの槍 : Longinus Lance アルカート : Arcato デオグレイブ : Deo Glaive ストライクブルーム : Strike Broom	**Rank S** **10 ~ 12★**	ゲキツナアタ : Gekitsnata ムグンリュク : Mugunruk ハンドスピアS : Hand Spear S デモニックフォーク : Demonic Fork シネプ・ナスル : Cinep Nasur ムクテンゲキ : Muktengek ハルヴァ・トルナッド : Halva Tornado チョウ・ヒー : Cho Hee ムグンブルガ : Mugunburga トルネードスティンガー : Tornado Stinger ランザナアタ : Lanzanata ズーミングシザー : Zooming Scissor メビウスドリル : Mebius Drill

	スイートベリィ : Sweet Berry		
Rank S & ∞ **13 ~ 16★**	ムク・ラス・スコルピオ : Muk Las Scorpio レプ・ナスル : Rep Nasur トライデントクラッシャー : Trident Crusher バルディッシュ : Berdysh ブルージーレクイエム : Broody Requiem バジュナアタ : Bajuna'ata グランディア : Grandia リーガルランサー : Regal Lancer ナイトオブアルティメット : Knight of Ultimate		

ダブルセイバー ***Double Saber:***

Rank C **1 ~ 3★**	ダブルセイバック : Double Sabic オウソベラック : Ohsobrac ロムルス : Romulus	**Rank A** **7 ~ 9★**	ダブルセイバー : Double Saber オウソベラ : Ohsobra ジンライ : Jinrai ツインブランド・レプカ : Twin Brand Replica ボーンダンス : Bone Dance ホドリソベラ : Hodrisobra ツインブレイズ : Twin Blaze ナイトウォーカー : Nightwalker ヨアキソベラ : Yoakisobra ニョイボウ : Nyoibo アシュヴィーン : Ashvin エターナルヒート : Eternal Heat
Rank B **4 ~ 6★**	スウィート・デスック : Sweet Deathic ライカソベラック : Raikasobrac ダブルセイバー・レプカ : Double Saber Replica ダブルアギトック : Double Agitoc プリティ・バトン : Pretty Baton ラガン・ラガック : Ragan-Ragac ヴィヴィアン : Vivienne ウイニングアップル : Winning Apple	**Rank S** **10 ~ 12★**	スウィート・デス : Sweet Death ライカソベラ : Raikasobra ジラソーレ : Girasole スタッグカットラリ : Stag Cutlery ダブルアギト : Double Agito キャリガインルゥカー : Carriguine-Rucar デモリションコメット : Demolition Comet ラガン・ラガン : Ragan-Ragan フロイラインローゼ : Fraulein Rose 漆黒のニョイボウ : Ebony Nyoibo アヴェンロート : Abendrot
Rank S & ∞ **13 ~ 16★**	エンシェントクォーツ : Ancient Quartz クレアダブルス : Crea Doubles アブソリュートブレード : Absolute Blade クロノスケィス : Kronos Keis ダブル＝カノン : Double Cannon テンイムソウ : Ten'imuso アルティメットチェイン : Ultimate Chain 流星棍 : Meteor Cudgel レンゴクトウ・レンサ : Rengokutou Rensa シップウドトウ : Shippudotou		

アックス *Axe:*			
Rank C **1 ~ 3★**	マトホノウック : Matohonoc アクスック : Aksuc アンク・ピッコ : Ank Bico	**Rank A** **7 ~ 9★**	マトホノウ : Matohonoh アンク・トマホ : Ank Tomho サヴァイブスラッシュ : Survival Slasher バデルノウ : Hadernoh アンク・バルデ : Ank Barde ビル・デ・ホーン・アクス : Bil De Horn Axe ビラゴノウ : Bragnoh アンク・ピコラ : Ank Pikor ロリポップ : Lollipop ゲイルブリンガー : Gale Bringer ブーストインパクト : Boost Impact
Rank B **4 ~ 6★**	オウカノウック : Okanoc アンク・デダック : Ank Deddac ロステード・レア : Roasted Rare アンク・ギアズ : Ank Giaz アンク・ザギザック : Ank Zagzac ロステード・ウェルダン : Roasted Well Done 翠龍斧イカヅチ : Ikazuchi アンク・ブティック : Ank Butic ロステード・ミディアム : Roasted Medium TRUE　HASH アンク・カッカ : Ank Kakka エッゲサックス : Eckesachs	**Rank S** **10 ~ 12★**	オウカノウ : Okanoh アンク・デッダ : Ank Dedda トワイライトルーン : Twilight Rune アンク・ザギザ : Ank Zagza ビル・デ・アクス : Bil De Axe ライアアックス : Laia Axe アンク・ブッティ : Ank Buti ノヴァクラッシュ : Nova Crusher イルギル・テスタメント : Ill Gill Testament インペリアルピック : Imperial Pick
Rank S & ∞ **13 ~ 16★**	アンク・ラス・ダウラス : Ank Las Dauras スヴァルティアトマホーク : Svaltia Tomahawk ガイアクラッシ : Gaia Crusher モラト・マキナス : Morat Machinas メテオクラッシュ : Meteor Crusher ギガンテスインパクト : Gigantes Impact シャドウテイカー : Shadow Taker エンドイフ : Endif		

ツインセイバー *Twin Saber:*

Rank C **1 ~ 3★**	ツインセイバー : Twin Saber リョウサベラ : Ryo-Sabra アル・セバラ : Al Sevara ツインブランド : Twin Brand リョウバルネラ : Ryo-Branera アルセバ・ブラッダ : Alseva Brada ツインセイバック : Twin Sabic リョウサベラック : Ryo-Sabrac アル・セイバック : Al Sevac ツインケイコウトウ : Twin Fluorescents ツインバスターズ : Twin Buster リョウベアスタ : Ryo-Basta アルセバ・バッタ : Alseva Bata デスダンサーク : Deathdancec リョウサベウドック : Ryo-Sabedoc アルセバ・クック : Alsevacuc アストラルブレイズ I : Astral Blades I	**Rank A** **7 ~ 9★**	Death Dancer : デスダンサー Twin Crea Saber : ツインクレアセイバー Ryo-Sabed : リョウサベウド Ryo-Creasabra : リョウクレアサベラ Alseva Bonga : アルセバ・ボンガ Alseva Cresa : アルセバ・クレッサ Tiga De Ragac : ティーガ・ド・ラガック Frying Pan Set : フライパンセット T. Durandal Replica : Tデュランダル・レプカ Ignis : イグニス Sharp Twins : シャープツインズ Ryo-Surdoh : リョウスルドオ Alseva Borga : アルセバ・ボルガ Del Jagnus : デルジャグナス Heavy Twins : ヘビーツインズ Ryo-Juriba : リョウジウリバ Alseva Borega : アルセバ・ボレガ Dual DB's Swords : ツイン DB の剣 双剣マガタタラ・龍 : T. Magatatara Ryuu 剣影 : Shadow Blade (Kenei)
Rank B **4 ~ 6★**	デュアルパラッシュ : Dual Pallasch リョウバラスラ : Ryo-Palasra アルセバ・パラッサ : Alseva Palassa ツーヘッドラグナック : Two-Headed Ragnuc ツインハリセン : Twin Harisen Fans ツインビフテイバーR : Twin Beefedge Rare デュアルスラッシャー : Dual Slasher リョウデイラン : Ryo-Deran アルセバ・デラダ : Alseva Drada グランドクロスック : Grand Crosc ツインビフテイバーW : Twin Beefedge W バンブーブレイズ : Bamboo Blades デュアルデュランダル : Dual Durandal リョウスラシア : Ryo-Slasha アルセバ・ファルサン : Alseva Falsan タイラントスパーダック : Tyrant Spadac ツインブーケ : Twin Bouquets ツインビフテイバーM : Twin Beefedge M ミクのツインネギセイバー : Miku's T. Leek Sabers	**Rank S** **10 ~ 12★**	ツーヘッドラグナス : Two-headed Ragnus アメノムラクモ : Ameno Murakumo イコテンヨク : Ikotenyoku 節子おばさんの料理セット : Setsuko's Skillet Set グランドクロス : Grand Cross ブラッディマリー : Bloody Mari タイラントスパーダ : Tyrant Spada ツインディストーション : Twin Distortion ジェミニスター : Gemini Star ツインディルエッジ : Twin Dil-Edge 赤のツインセイバー : Twin Red Sabers 双剣マガタタラ・雀 : T. Magatatara Suzume 双剣マガタタラ・虎 : T. Magatatara Tora アストラルブレイズ III : Astral Blades III

	干将・莫耶 : Kansho-Bakuya ツインクリアサーベル : Twin Clear Sabres ツインシュテルマー : Twin Störmer ツインアルカ : Twin Arca ツインクルタナ : Twin Curtana 双剣マガタタラ・武 : T. Magatatara Bu アストラルブレイズ II : Astral Blades II コネオンツインセイバー : ConneOn Twin Saber		
Rank S & ∞ **13 ~ 16★**	ティーガ・ド・ラガン : Tiga De Ragan デルナディブレイズ : Delnadiblaze エリュシオンズ : Elysions サンゲヤシャ : Sangeyasha ツイン＝カノン : Twin Cannon ラムダエクスキャリバー : Lambda Excalibur ヒャッカリョウラン : Hyakka Ryouran デモンズディザスター : Demon's Devastation エターナルディメンション : Eternal Dimension ワールドオブガーディアン : World of Guardians セレスティアルブレイズ Celestial Blaze インフィニットセイバー : Infinite Sabers エスペランサ : Esperanza 真打オロチアギト : True Strike Orochiagito ディオス・デスペルタル : Dios Despertar 神剣ヤオロズ : Divine Yaoroz		

ツインダガー ***Twin Dagger:***			
Rank C **1 ~ 3★**	ツインダガー : Twin Dagger リョウダガン : Ryo-Dagan アル・ダガ : Al Daga ツインナイフ : Twin Knife リョウナフリ : Ryo-Nafli アル・ナフ : Al Naf ツインダガーク : Twin Daggac リョウダガック : Ryo-Dagac アル・ダガック : Al Dagac ツインスティンガー : Twin Stinger リョウステザシ : Ryo-Stizashi アルダガ・ステッグ : Aldaga Steg デュアルストリック : Dual Streac シンツキザシック : Shintsuki-zashic ツイントンファー : Twin Tonfas	**Rank A** **7 ~ 9★**	デュアルストリーム : Dual Stream ツインクレアダガー : Twin Crea Dagger シンツキザシ : Shintsuki-zashi リョウクレアザシ : Ryo-Crezashi アルダガ・クレッサ : Aldaga Cresa アル・ティッピーズ : Al Tippies アサシンクロス : Assassin Cross ダークシュトラス : Dark Strauss ノコクザシ : Nokoku-zashi クロススケア : Cross Scar リュミエスブラウ : Lumiess Blau カツノザシ : Katsuno-zashi ツインディスカ : Twin Diska エッジ・クオリア : Edge Quolia ツインレイジ : Twin Rage キサナバングラー : Kisana Bangler シノワビートブレイド : S-Beat Blades ナイトメアブラッド : Nightmare Brand
Rank B **4 ~ 6★**	ツインサッカー : Twin Sucker リョウサガザシ : Ryo-Sagazashi アルダガ・サンク : Aldaga Sank ギザハザシック : Gizaha-zashic ラッピー・ティッピーズ : Rappy Tippies ツインリッパー : Twin Ripper アスシノザシ : Assino-zashi アルダガ・リッパ : Aldaga Rippa トゲハザシック : Togeha-zashic ツインクナイ : Twin Kunai ラストサバイバー : Last Survivor ツイサバエザシ : Tsisava-zashi アルダガ・サッバ : Aldaga Sabba タマギリザシック : Tamagiri-zashic ファミ通PSクロスエッジ : Play Blu Edge フェザーハンズ : Featherhands アラムバングラー : Alam Bangler	**Rank S** **10 ~ 12★**	ギザハザシ : Gizaha-zashi アムレ・ティッピーズ : Amure Tippies ブリッツスラッガー : Blitz Slugger サイカ・ヒョウリ : Saika Hyori トゲハザシ : Togeha-zashi タマギリザシ : Tamagiri-zashi ダブルスラッシャー : Double Slasher ホローギムレット : Hollow Gimlet
Rank S & ∞ **13 ~ 16★**	ムサシジザシ : Musashiji-zashi ダガーオブセラフィ : Dagger of Serafi ツミキリ・ヒョウリ : Tumikiri Hyori ラヴィス＝ブレイド : Lavis Blades		

	ニレンカムイ : Twin Kamui ブランディッシュ : Brandish ラーヴァングラー : Ravangler シノワゴールドブレイド : S-Gold Blades フローティングエッジズ : Floating Edges ツインリーピング : Twin Reaping サクリファイス・ダーガー : Sacrificial Dagger ナノブラストサイス : Nanoblast Scythes

ツインクロー *Twin Claw:*			
Rank C **1 ~ 3★**	リョウミサキック : Ryo-Misakic アルザ・ブレボアック : Arza Breboac	**Rank A** **7 ~ 9★**	リョウミサキ : Ryo-Misaki アルザ・ブレボア : Arza Breboa ヴァーラクロー : Vahra Claws ツインネイクロー : Twin Neiclaws ミジンミサキ : Mijin-Misaki アルザ・ボゴッダ : Arza Bogoda ツインビアクロー : Twin Bear Claws ツインゴ・ブーマクロー : T. Go Booma Claws ランミサキ : Ran-Misaki アルザ・ガーボット : Arza Garbot デュアルンタルクロー : Dual 'Ntar Claws ツインディアボリック : Twin Diabolic
Rank B **4 ~ 6★**	フカミサキック : Fuka-Misakic ツインフォトンクロー : Twin Photon Claws ヤマタミサキック : Yamata-Misakic ツインミケ・クロー : Twin Kitty Claws ツインシロ・クロー : Twin Snowy Claws ツインブーマクロー : Twin Booma Claws シデミサキック : Shide-Misakic ナノノシャークマペット : Nano Shark Puppets ツインファウティーマ : Twin Fauteema シロ・クロー : Snowy Dusklaws	**Rank S** **10 ~ 12★**	フカミサキ : Fuka-Misaki ヴァンダ・クロウズ : Vanda Claws ツインサイレンスクロー : Twin Silence Claws ヤマタミサキ : Yamata-Misaki モーニンググローリー : Morning Glory ツインジゴ・ブーマクロー : T. Jigo Booma Claws シデミサキ : Shide-Misaki デイライトスカー : Daylight Scar ナイトメアダスト : Nightmare Dust パンアームズブレイド : P-Arm Blades
Rank S & ∞ **13 ~ 16★**	ソウリュウジミサキ : Soryuji-Misaki ツイン真ネイクロー : T. Genuine Neiclaws ツインファルクロー : Twin Falclaws ファントムミスト : Phantom Mist ツインガブリダント : Twin Gabridant アサシントレイター : Assassin Traitor ハートオブポウム : Heart of Poumn 煌刃パニッシュメント : Gleaming Punishment		

セイバー *Saber:*

Rank C **1 ~ 3★**	セイバー : Saber サベラ : Sabra セバラ : Sevara ブランド : Brand バルネラ : Branera セバ・ブラッダ : Seva Brada セイバック : Sabic サベラック : Sabrac セバラック : Sevarac ケイコウトウ : Fluorescent Bulb バスター : Buster ベアスタラ : Bastara セバ・サッタ : Seva Sata ジートシーク : Jitseec ムラサメラック : Murasamerac セバクック : Sevacuc イグザム : Exam カラカサジコミ : Karakasa Jikomi スキアブレード I : Skia Blade I	**Rank A** **7 ~ 9★**	ジートシーン : Jitseen クレアセイバー : Crea Saber ムラサメラ : Murasamera クレアサベラ : Creasabra セバ・ボンガ : Seva Bonga セバ・クレッサ : Seva Cresa ティーガ・ラガック : Tiga Ragac フライパン : Frying Pan デュランダル・レプカ : Durandal Replica レイピア : Rapier マサムネラ : Masamunera セバ・ボルガ : Seva Borga デルジャバナー : Deljabaner バッカニア : Buccaneer クサナギラ : Kusanagira セバ・ボレガ : Seva Borega DB の剣 : DB's Sword ブライトスター : Brightstar アキシオン : Axiom 宝剣マガタタラ・龍 : Magatatara Ryuu 妖刀ムラマサ : Demonic Muramasa アンビシオン : Ambición ブレードフロウ : Blade Flow
Rank B **4 ~ 6★**	パラッシュ : Pallasch パラスラ : Palasra セバ・パラッサ : Seva Palassa クリムゾック : Crimsic ハリセン : Harisen Battle Fan ビフテイバー・レア : Beefedge Rare デュランダル : Durandal デラデイラ : Derdira セバ・デラダ : Seva Drada ブラックハーツック : Blackheartic ビフテイバー・ウェルダ : Beefedge Well Done ヴァイスハイト : Weisheit サグラキブレード : Saguraki Blade ファルシオン : Falchion ハルシオラ : Falchiora セバ・ファルサン : Seva Falsan アポカリプスック : Apocalypsic	**Rank S** **10 ~ 12★**	クリムゾン : Crimson 節子おばさんのフライパン : Setsuko's Skillet クサナギ : Kusanagi レンゴクトウ・エンサ : Rengokuto Ensa コテツ : Kotetsu ウィングセイバー : Wing Saber ブラックハーツ : Blackheart イノセントマリー : Innocent Mari アポカリプス : Apocalypse エレクディストーション : Elecdistortion エクリプスター : Eclipstar ディルナズンエッジ : Dilnazen Edge ロードアキシオン : Lord Axiom 赤のセイバー : Red Saber 宝剣マガタタラ・雀 : Magatatara Suzume 宝剣マガタタラ・虎 : Magatatara Tora

	ブーケ : Bouquet ビフテイバー・ミディア : Beefedge Medium 怒れる焼きマシュマロ : Furious Marshmallow ミクのネギセイバー : Miku's Leek Saber ヴァルキュリアの槍 : Valkyrian Spear ウィングスパーダ : Wing Sparda アルカセイバー : Arca Saber シュテルマー : Störmer クリアサーベル : Clear Sabre クルタナ : Curtana バンガサジコミ : Bangasa Jikomi 宝剣マガタタラ・武 : Magatatara Bu スキアブレード II : Skia Blade II		スキアブレード III : Skia Blade III
Rank S & ∞ 13 ~ 16★	ティーガ・ラガン : Tiga Ragan ゲッカビジン : Gekkavijin デルナディブレード : Delnadiblade エリュシオン : Elysion レンゴクトウ・グレン : Rengokuto Gren サンゲ : Sange ヤシャ : Yasha ラヴィス＝カノン : Lavis Cannon シップウジンライ : Shippujinlai ラムダキャリバー : Lambdacalibre エクスキャリバー : Excalibre 聖剣エルシディオン : Holy Elsydeon 魔剣レーヴァテイン : Demonic Laevateinn ゼロセイバー : Zero Saber エンペルアキシオン : Emperor Axiom 妖刀シュラ : Demonic Shura トライシオン : Traición 真アギト : True Agito 神剣カムイ : Divine Kamui 魔剣サタナス : Cursed Satanás		

ダガー *Dagger:*

Rank C **1 ~ 3★**	ダガー : Dagger ダガンザシ : Dagan-zashi ダガ・ダガ : Daga Daga ナイフ : Knife ナフリザシ : Nafli-zashi ダガ・ナフ : Daga Naf ダガーク : Daggac ダガンザシック : Dagan-zashic ダガ・ダガック : Daga Dagac スティンガー : Stinger ステノザシ : Stina-zashi ダガ・ステッグ : Daga Steg ラピッドストリック : Rapid Streac アサミザシック : Asami-zashic トンファー : Tonfa ディラ・ブレイド : Dilla Blade	**Rank A** **7 ~ 9★**	ラピッドストリーム : Rapid Stream クレアダガー : Crea Dagger アサミザシ : Asami-zashi クレアザシ : Crea-zashi ダガ・クレッサ : Daga Cresa アル・ティピ : Al Tip アサシンダガー : Assassin Dagger ダークシュトラール : Dark Straal ミミミザシ : Mimimi-zashi ブリュミエール : Blumier シラツノザシ : Shiratsuno-zashi ディスカ : Diska アル・クアーレ : Al Curare レイジトンファー : Rage Tonfa ブラッドエッジ : Blood Edge シノワビートダガー : S-Beat Dagger
Rank B **4 ~ 6★**	サッカー : Sucker サガノザシ : Sakano-zashi ダガ・サンク : Daga Sank デイバザシック : Deva-zashic ラピ・ティピ : Rappy Tip リッパー : Ripper リパエザシ : Ripa-zashi ダガ・リッパ : Daga Rippa シラハザシック : Shiraha-zashic クナイ : Kunai サバイバー : Survivor サバエザシ : Sava-zashi ダガ・サバッバ : Daga Sababba デラガザシック : Deraga-zashic 松葉杖 : Crutch フェザーハンド : Featherhand アラムバングル : Alam Bangle キサナバングル : Kisana Bangle カーネル・ステッキ打 : Colonel Stick Melee	**Rank S** **10 ~ 12★**	デイバザシ : Deva-zashi アムレ・ティピ : Amure Tip スパイクスラッガー : Spike Slugger サイカ・オモテ : Saika-Omote シラハザシ : Shiraha-zashi デラガザシ : Deraga-zashi ディスカスラッシャー : Diska Slasher ギムレット : Gimlet
Rank S & ∞ **13 ~ 16★**	ヤマトジザシ : Yamatoji-zashi ハルプセラフィ : Halp Serafi ツミキリ・オモテ : Tsumikiri-Omote カムイ : Kamui		

	ディスカサイクロン : Diska Cyclone ラーヴァングル : Ravangle シノワゴールドダガー : S-Gold Dagger ラヴィス＝ダガー : Lavis Dagger フローティングダガー : Floating Dagger リーピングスティンガー : Reaping Stinger ギルガメス : Gilgamesh ナノブラストエッジ : Nanoblast Edge

クロー *Claw:*			
Rank C **1 ~ 3★**	ミサキック : Misakic ザクス・ブレバック : Zaks Brebac シャークパペット : Shark Puppet	**Rank A** **7 ~ 9★**	ミサキ : Misaki ザクス・ブレッバ : Zaks Breba ネイクロー : Neiclaw ガミサキ : Ga-Misaki ザクス・ボゴッダ : Zaks Bogoda ゴ・ブーマクロー : Go Booma Claw ギザミサキ : Giza-Misaki ザクス・ガボット : Zaks Gabot ファズンタルヘッド : Faz'ntar Head セグンタルヘッド : Seg'ntar Head ディアボリックガント : Diabolic Gant ミギウムクロー : Migium Claw
Rank B **4 ~ 6★**	ダイガミサキック : Daiga-Misakic フォトンクロー : Photon Claw ザンシュミサキック : Zanshu-Misakic ブーマクロー : Booma Claw オウガミサキック : Ohga-Misakic ドラゴマペット : Drago Puppet ファティウーマ : Phyteuma ギガドリル : Gigadrill 剛剣アンカーフック : Strong Anchor Hook	**Rank S** **10 ~ 12★**	ダイガミサキ : Daiga-Misaki サイレンスクロー : Silence Claw ヴァンダ・クロウ : Vanda Claw ザンシュミサキ : Zanshu-Misaki ジゴ・ブーマクロー : Jigo Booma Claw モンスターキラー : Monster Killer オウガミサキ : Ohga-Misaki エビルファング : Evil Fang インパクトクロー : Impact Claw
Rank S & ∞ **13 ~ 16★**	ウンリュウジミサキ : Unryuji-Misaki 真ネイクロー : Genuine Neiclaw ファルクロー : Falclaw フェンリル : Fenrir ガブリダント : Gabridant アサシンクロー : Assassin Claw ファンタズマガント : Phantasma Gant セントアリス : Saint Alys 煌刃トリックスター : Gleaming Trickster		

ウィップ ***Whip:***			
Rank C **1 ~ 3★**	ヴィ・ドッレ : Vi Dorre ヴィ・ブッド : Vi Budd ヴィ・ブック : Vi Buc ヴィ・グッデ : Vi Gudde スプラック : Splac ヴィシック : Vishic 蛇腹アルビーノ : Accordion Whip	**Rank A** **7 ~ 9★**	スプラッシャー : Splasher ヴィシ : Vish ヴィタス・リーチャー : Vitace Reacher ピースブレイカー : Peace Breaker ヴィシ・ティエン : Vish Tien ブラッディシャワー : Bloody Shower ヴィシ・クセッブ : Vish Kuseb アモーレローズ : Amore Rose ドリームフィッシャー : Dream Fisher グレイ・ウィップ : Gray Whip 刃鞭インフェルノ : Inferno
Rank B **4 ~ 6★**	ヴィ・イッラ : Vi Irra ソニックスプレンダック : Sonic Splendoc ヴィシ・アダック : Vish Adac ヴィ・オッレ : Vi Orre ヴィシ・フェアラック : Vish Ferac ハリケーンスピナー : Hurricane Spinner ヴィ・バップ : Vi Bapp ヴィシ・ディラガック : Vish Diragac ビッグフィッシャー : Big Fisher	**Rank S** **10 ~ 12★**	ソニックスプレンダー : Sonic Splendor ヴィシ・アダン : Vish Adan グリーナ・クラッカー : Griena Cracker ヴィシ・フェアラ : Vish Feara ヴィシ・ディラガ : Vish Diraga ギガススピナー : Gigas Spinner 刃鞭プルガトーリオ : Purgatorio
Rank S & ∞ **13 ~ 16★**	ヴィシ・ラス・ガヴリコン : Vish Las Gavrecon 蛇鞭メドゥーサ : Ophidian Medusa 邪鞭ウロボロス : Ouroboros アルテムラクモ : Arutemurakumo 金鞭スケレトス : Gold Skeletos		

スライサー ***Slicer:***

Rank C **1 ~ 3★**	ベニクナヒ : Beni-kunai アイクナヒ : Ai-kunai クナヒック : Kunahic ヒスクナヒ : Hisu-kunai ヒケック : Hikec デラックスピザ : Special Pizza Slicer エアスライサー : Air Slicer	**Rank A** **7 ~ 9★**	ヒケン : Hiken アル・ラッピーファン : Al Rappy Fan ウチ・ワ : Uchi-wa フウマヒケン : Fuma-hiken ナゲセン : Nagesen クビリヒケン : Kubiri-hiken アイダホスペシャルピザ : Cheese Pizza Slicer トライマゼンダ : Tri Magenta マイセン : Maisen ヒトデスライサー : Starfish Slicer コウガシュリケン : Koga Shuriken トゥプ・ユプケ : Tup Yupke
Rank B **4 ~ 6★**	コウクナヒ : Kou-kunai シュラヒケック : Shura-hikec ラッピーファン : Rappy Fan シルフィード : Sylpheed カラクナヒ : Kara-kunai サンズヒケック : Sanzu-hikec クラッドスライサー : Clad Slicer フジクナヒ : Fuji-kunai アスラヒケック : Asura-hikec シーフードミックスピザ : Spicy Pizza Slicer デオスライサー : Deo Slicer スタースライサー : Star Slicer グレンブーメラン : Gurren Boomerang	**Rank S** **10 ~ 12★**	シュラヒケン : Shura-hiken アムレ・ラッピーファン : Amure Rappy Fan 神の吐息 : Divine Breath サンズヒケン : Sanzu-hiken アスラヒケン : Asura-hiken ヒケンカマイタチ : Hiken-kamaitachi シースタースライサー : Seastar Slicer バショーセーン : Bashousehn
Rank S & ∞ **13 ~ 16★**	シデンジヒケン : Shidenji-hiken ブリッツゲイザー : Blitz Gazer クイント・ディペンデンス : Quint Dependence カタストロフィ : Catastrophe レンゴクヒケン : Rengoku-hiken ミヤビセン : Miyabisen フウマシュリケン : Fuma Shuriken レプ・ユプケ : Rep Yupke フーリンカザーン : Furinkazan ドラゴニックエイジ : Draconic Age		

ライフル ***Rifle:***			
Rank C **1 ~ 3★**	ライフル : Rifle ライホウ : Raihoh スナイパー : Sniper スナイホウ : Snihoh ライフルック : Riflic ライホック : Raihoc ブラスター : Blaster ブライホウ : Brahoh アサシック : Assassic ハクツラホック : Haktsurahoc マベリックライフル : Maverick Rifle ミズーリM25SE : Missouri M25SE	**Rank A** **7 ~ 9★**	アサシン : Assassin ハクツラホウ : Haktsurahoh ホーリーレイ : Holy Ray バースト : Burst カウラスホウ : Kaurasuhoh ホワイトミーティオ : White Meteora ハープーンライフル : Harpoon Rifle ファントム : Phantom キウジバホウ : Kiujibahoh フローズンシューター : Frost Shot M&A33 ルージュバースト : Rouge Burst
Rank B **4 ~ 6★**	シューター : Shooter サイユウホウ : Saiyuhoh ブラックバルック : Blackbullic ミズラキホック : Mizurakihoc ヴァルズアイ : Vullseye ファイアーアーム : Firearm ブルザイホウ : Burzaihoh ラトルズネクーク : Rattlesnac ブラックメテオーラ : Black Meteora ライデンシャフト : Leidenschaft ファルガン : Falcon ハルゴウホウ : Falgohoh キラーエリーク : Killer Elic ミクのネギライフル : Miku's Leek Rifle ガリアン : Gallian エンフィールド : Enfield メトフォード : Metford	**Rank S** **10 ~ 12★**	ブラックバルズ : Blackbull ミズラキホウ : Mizurakihoh ブリンガーライフル : Bringer Rifle ラトルズネック : Rattlesnake クリムゾンノヴァ : Crimson Nova キラーエリート : Killer Elite ヤスミノコフ3000 : Yasminkov 3000 ミズーリRX4 : Missouri RX4 ブルーバースト : Blue Burst エッジブレイザー : Edge Blazer
Rank S & ∞ **13 ~ 16★**	インフィニットコランダム : Infinite Corundum スカルソーサラー : Skull Sorcerer リベリオン : Rebellion エーデル・フシル : Edel Fusil ブラックリベリオン : Black Rebellion メテオルージュ : Meteor Rouge		コマンドブレイザー : Commando Blazer 対アンドロイドライフル : Anti-Android Rifle クラスターソードライフル : Cluster Sword Rifle ダークネスレイ : Darkness Ray アストラルライザー : Astral Riser

ショットガン ***Shotgun:***

Rank C **1 ~ 3★**	サンダナウ : Sandanoh シッガ・ダムド : Shigga Damud ブラウダナウ : Bradanoh シッガ・スプッド : Shigga Spud サンダナウック : Sandanoc シッガ・ダムドック : Shigga Damduc リヨカダナウ : Ryokadanoh シッガ・ワッダ : Shigga Wadda シッガ・ボマック : Shigga Bomac	**Rank A** **7 ~ 9★**	シッガ・ボマ : Shigga Boma ヴァン・ブレラ : Van Brella シッガ・ブラダ : Shigga Brada シッガ・ビネス : Shigga Bines ファイナルインパクト : Final Impact ヘイムダル : Heimdall グロナス : Gronas カースアンサラー : Curse Answerer ハイドロガトラス : Hydro Gatlass エビルメテオショット : Evil Meteorshot
Rank B **4 ~ 6★**	ヒグレダナウ : Higredanoh シッガ・ビグル : Shigga Bigul シッガ・デスタック : Shigga Destac アンザダナウ : Anzadanoh シッガ・アムザ : Shigga Amza シッガ・バレック : Shigga Barec フレイムガトラス : Flame Gatlas スザキダナウ : Suzakidanoh シッガ・スタム : Shigga Stam シッガ・パクダック : Shigga Pakudac アドラステア : Adrastia ネメシス : Nemesis	**Rank S** **10 ~ 12★**	シッガ・デスタ : Shigga Desta マダム・ブレラ : Madam Brella シッガ・バレツ : Shigga Baret ミズーリ　S012 : Missouri S012 シッガ・パクダ : Shigga Pakuda ランブリングメイ : Rumbling May ランパス : Lampas
Rank S & ∞ **13 ~ 16★**	シッガ・ラス・ヴァーゴ : Shigga Las Virgo スチームバースト : Steam Burst スプレッドニードル : Spread Needle スプラッシュファルス : Splash Falz ガトラスノワール : Gatlass Noir ヤスミノコフ4OOOX : Yasminkov 4000X ダークメテオショット : Dark Meteor Shot エタニティゲイザー : Eternity Gazer		

ロングボウ ***Longbow:***

Rank C **1 ~ 3★**	ロングボウ : Longbow アルテイリ : Alteri アロウシューター : Arrowshooter ダルテイリ : Dalteri ロングボウック : Longboc アルテリック : Alteric ティラールク : Tillarc コヌパダリ : Compadri ハンマテリック : Hanmateric	**Rank A** **7 ~ 9★**	ハンマテリ : Hanmateri コヒブミテリ : Kohibumiteri ロクサイリ : Roksari ポロン : Poron ウルアテリ : Ulteri アルパドーラ : Arpadora
Rank B **4 ~ 6★**	ボウゲンシー : Bowgency リカルバリ : Rikalbari ヒロクテリック : Hirokteric ルムアルス : Lumars ベイアバリ : Baybari リカウテリック : Rikauteric 紅龍弓イザナギ : Izanagi イズルーカ : Izooka ヒカウリ : Hikauri ナスヨテリック : Nasuyoteric テンゴウボウ : Tengoh Bow	**Rank S** **10 ~ 12★**	ヒロクテリ : Hirokteri ヴァパスシューター : Vapas Shooter リカウテリ : Rikauteri ポロン・ポロン : Poron Poron ナスヨテリ : Nasuyoteri ヴェロスエスクード : Velos Escudo サザンクロス : Southern Cross ハローポルティ : Hello Polty ギガスアロウ : Gigas Arrow アーティファクツ : Artifacts
Rank S & ∞ **13 ~ 16★**	ヒリュウジテリ : Hiryujiteri ライグタス・ストーム : Rygutass Storm クリムゾンフレア : Crimson Flare ラヴィス・アーロ : Lavis Arrow エーデル・アーロ : Edel Arrow ラディウスアルカ : Radius Arca メテオスアロウ : Meteos Arrow ベネディクト : Benedictus 神撃ライコウ : Divine Raikou		

グレネード ***Grenade:***

Rank C **1 ~ 3★**	ブラングレネードック : Blanc Grenadoc グッレ・ネイダック : Gur Nedac レオル・ヴァリアント : Reol Variant ピンキーシュート : Pinky Shooter	**Rank A** **7 ~ 9★**	ブラングレネード : Blanc Grenade グッレ・ネイダ : Gur Neda タルラッピーキャノンG : Rappy Barrel G ゾアル・ヘッド : Zoal Head ボマーノワール : Bomber Noir グッレ・ナパッム : Gur Napam ティッポ・ナゾラ : Tippo Nazra アスールファイア : Azul Fire グッレ・ミサッル : Gur Missal ギャランゾランチャー : Garanz Launcher
Rank B **4 ~ 6★**	グッレ・バズガック : Gur Bazgac タルラッピーキャノン : Rappy Barrel グッレ・アステック : Gur Astec ティッポ・ラブナ : Heart Teapot メリークリスマス : Merry Christmas グッレ・ハンアビック : Gur Hanabic コルトバズーカ : Koltova Gun ランカー : Lancaar キューティーシュート : Cutie Shooter テレビさん : Terebi-san キャス子ちゃんグレネード : Casko-chan Grenade ぷよぷよ砲 : Puyo Pop Cannon タルポリタンキャノン : Poritan Cannon	**Rank S** **10 ~ 12★**	グッレ・バズッガ : Gur Bazga インフェルノバズーカ : Inferno Bazooka タルラッピーキャノンEX : Rappy Barrel EX ビルデ・ヘッド : Bil De Head グッレ・アステッド : Gur Asted ティッポ・ドグマ : Tippo Dogma グッレ・ハンアビ : Gur Hanab ソングフォーデス : Song for Death ダークメテオ : Dark Meteor オクトバズーカ : Octobazooka ベルラキャノン : Belra Cannon
Rank S & ∞ **13 ~ 16★**	グッレ・ラス・サジタウス : Gur Las Sagitaus ロボピッチグレネード : Robopitch Grenade ジェノサイドバンカー : Massacre Bunker パンツァー・ファウスト : Panzer Faust グリナグレネード : Grinna Grenade バランゾランチャー : Baranz Launcher シューティングドライブ : Shooting Drive インディキャノン : Indi Cannon SSPNランチャー : SSPN Launcher		

レーザーカノン ***Laser Cannon:***			
Rank C **1 ~ 3★**	レーザーカノック : Laser Cannoc コウハカノウック : Kouhakanoc ベリーアイスビーム : Berry Ice Beam	**Rank A** **7 ~ 9★**	レーザーカノン : Laser Cannon コウハカノウ : Kouhakanoh メーザーカノン : Maser Cannon シンハカノウ : Shinhakanoh サンダーカノン : Thunder Cannon ライハカノウ : Raihakanoh ギ・グー・レーザー : Gui Ghu Laser ケイオスカノン : Chaos Cannon ウルスラグナ : Verethragna ウルザウェポン : Veretha Weapon
Rank B **4 ~ 6★**	メテオカノック : Meteor Cannoc リュウサイカノウック : Ryusaikanoc レーザーパノン : Laser Pannon ニードルカノック : Needle Cannoc クラッドキャノン : Clad Cannon ラブ・インフェルノック : Love Infernoc サテライトVカノン : TOXIC Cannon ブルーノビエント : Bruno Vento クリムゾンラファール : Crimson Rafale メローアイスビーム : Mellow Ice Beam	**Rank S** **10 ~ 12★**	メテオカノン : Meteor Cannon リュウサイカノウ : Ryusaikanoh Nug-2000バズーカ : Nug-2000 Bazooka ニードルカノン : Needle Cannon メーザービーム : Maser Beam ラブ・インフェルノ : Love Inferno デガーナ・カノン : Degahna Cannon タルタロスカノン : Tartarus Cannon ギルティライト : Guilty Light サテライトリング : Satellite Ring
Rank S & ∞ **13 ~ 16★**	エクスプロージョン : Annihilator ボルテックブレス : Voltech Breath ヘヴィパニッシャー : Heavy Punisher バイオニックエッジ : Bionic Edge レッドスコルピオ : Red Scorpio タービュランスカノン : Turbulence Cannon サテライトスターマイン : Satellite Starmine コンバットカノン : Combat Cannon		

ツインハンドガン ***Twin Handgun:***

Rank C **1 ~ 3★**	ツインハンドガン : Twin Handgun リョウピスタトル : Ryo-Pistatore アルブ・ハド : Arb Had ツインパワーガン : Twin Powergun リョウパウワトル : Ryo-Powertore アルブ・パム : Arb Pam ツインハンドガック : Twin Handguc リョウピスタトルック : Ryo-Pistatorec アルブ・ハドック : Arb Hadoc ツインオートガン : Twin Autogun リョウオルトトル : Ryo-Ortotore アルブ・オガ : Arb Oga バレットマスタータク : Bulletmastric リョウビイムトルック : Ryo-Bimtorec アルブ・マガナック : Arb Maganac モバゆびツインハンドガン : Moba-yubi T. Handgun	**Rank A** **7 ~ 9★**	バレットマスター : Bulletmaster リョウビイムトル : Ryo-Bimtore アルブ・マガナ : Arb Magana ツインヴァリスタ : Twin Varista ツイン・エッグブラスター : Twin Egg Blasters エビルツインズ : Evil Twins リョウコウマトル : Ryo-Komatore アルブ・バイソ : Arb Biso ツインサンドラッピーガン : T. Sand Rappy Guns デスメイカー : Deathmaker リョウバイソトル : Ryo-Bisotore アルブ・ボア : Arb Boa ツインルビーバレット : Twin Ruby Bullets カノン・クオリア : Kanon Quolia H１０ミズーリT : H10 Missouri T
Rank B **4 ~ 6★**	ツインロックガン : Twin Lockgun リョウロオクトル : Ryo-Louktore アルブ・ロガ : Arb Roga ハイパーバイパーク : Hyper Vipric サンバマラカス : Samba Maracas デュアルビートガン : Dual Beatgun リョウビイタトル : Ryo-Betatore アルブ・ビガ : Arb Biga ツイントルネードック : Twin Tornadoc フロイントシャフト : Freundschaft デュアルレールガン : Dual Railgun リョウレイラトル : Ryo-Rayratore アルブ・レガ : Arb Rega バトルストッパーク : Battlestoppric ツインリアルハンド : Twin Real Handguns	**Rank S** **10 ~ 12★**	ハイパーバイパー : Hyper Viper テンションブラスターズ : Tension Blasters ツイントルネード : Twin Tornado Tヤスミノコフ２０００H : T-Yasminkov 2000H バトルストッパー : Battlestopper ツイングラッシャー : Twin Glashers H４４ミズーリT : H44 Missouri T ピュアピュアハートガン : Pure Pure Heart Guns
Rank S & ∞ **13 ~ 16★**	オブシディアン : Obsidian パンドラエクストリーム : Pandora Extreme ガルド・ミラ : Guld-Milla デュアルミストルテイン : Dual Mistilteinn インフィニトブラスター : Infinite Blasters		ツインヘブンパニッシャー : Twin Heaven Punishers ツインエンシャントサイト : Twin Ancient Sights 神砲カグツチ : Divine Kagutsuchi ダブルストロングキャノン : Double Strong Cannons

ハンドガン ***Handgun:***			
Rank C **1 ~ 3★**	ハンドガン : Handgun ピスタトル : Pistatore ブドゥキ・ハド : B'duki Had パワーガン : Powergun パウワトル : Powertore ブドゥキ・パム : B'duki Pam ハンドガック : Handguc ピスタトルック : Pistatorec ブドゥキ・ハドック : B'duki Hadoc オートガン : Autogun オルトトル : Ortotore ブドゥキ・オガ : B'duki Oga ビームガック : Beamguc ビイムトルック : Bimtorec ブドゥキ・マガナック : B'duki Maganac モバゆびハンドガ : Moba-yubi Handgun	**Rank A** **7 ~ 9★**	ビームガン : Beamgun ビイムトル : Bimtore ブドゥキ・マガナ : B'duki Magana ヴァリスタ : Varista エッグブラスター : Egg Blaster レイガン : Raygun コウマトル : Komatore ブドゥキ・バイソ : B'duki Biso サンドラッピーガン : Sand Rappy Gun クイン・ベリー : Queen Berry パイソン : Python バイソトル : Bisotore ブドゥキ・ボア : B'duki Boa ルビーバレット : Ruby Bullet エル・クアーレ : El Curare H10ミズーリ : H10 Missouri 神砲ミコト : Divine Gun Mikoto
Rank B **4 ~ 6★**	ロックガン : Lockgun ロオクトル : Louktore ブドゥキ・ロガ : B'duki Roga バイパーク : Vipric ビートガン : Beatgun ビイタトル : Betatore ブドゥキ・ビイ : B'duki Be ストームック : Stormic レールガン : Railgun レイラトル : Rayratore ブドゥキ・レイ : B'duki Re ディラガーク : De Ragnuc リアルハンドガン : Real Hand Gun B-84	**Rank S** **10 ~ 12★**	バイパー : Viper テンションブラスター : Tension Blaster ストーム : Storm ヤスミノコフ2000H : Yasminkov 2000H ディラガーン : De Ragun グラッシャー : Glasher H44ミズーリ : H44 Missouri ピュアハートガン : Pure Heart Gun
Rank S & ∞ **13 ~ 16★**	サーペンテイン : Serpentes ピースメーカー : Peacemaker ガルド : Guld ミラ : Milla 魔弾ミストルテイン : Ma'dan Mistilteinn	ゼロブラスター : Zero Blaster ヘブンパニッシャー : Heaven Punisher エンシャントサイト : Ancient Sight 神砲ホムラ : Divine Homura ストロングキャノン : Strong Cannon	

クロスボウ *Crossbow:*			
Rank C **1 ~ 3★**	ユラソウギック : Yurasogic クッボ・ウピンデック : Cubo Upindec カラカサジコミガン : Karakasa Jikomi Gun	**Rank A** **7 ~ 9★**	ユラソウギ : Yurasogi クッボ・ウピンデ : Cubo Upinde コクロソウキ : Kokrosoki クッボ・ドゥンガ : Cubo Dunga ディン・ディ・ベル : Din De Bel アイカソウキ : Aikasoki クッボ・マンバ : Cubo Mamba スカル・クロス : Skull Cross アキシオンクロス : Axiom Cross
Rank B **4 ~ 6★**	クッボ・ムスラナック : Cubo Musranac クッボ・テュマック : Cubo Tumac サンドラッピーボウ : Sand Rappy Bow クッボ・シンバック : Cubo Simbac ネグロタスラム : Negrotathlum バーピュア : Varpure バンガサジコミガン : Bangasa Jikomi Gun Vジャンプバレッタ : V-Jump Baretta	**Rank S** **10 ~ 12★**	クッボ・ムスラナ : Cubo Musrana ドリルランチャー : Drill Launcher クッボ・テュマ : Cubo Tuma クッボ・シンバ : Cubo Simba クイーンヴィエラ : Queen Viera スカル・アンク : Skull Ankh ヴェロスロッソ : Velos Rosso グッバイナヴァル : G'bye Naval ロードアキシオンクロス : Lord Axiom Cross
Rank S & ∞ **13 ~ 16★**	クッボ・ラス・リブラ : Cubo Las Libra ニードルスピナー : Needle Spinner デゴラスボウ : De Golus Bow カイザーヴィエラ : Kaiser Viera スカル・アーブ : Skull Arb エンペルアキシオンクロス : Emperor Axiom Cross ディアボリッククロス : Diabolic Cross 邪砲エグザイム : Evil Exaim		

カード *Card:*			
Rank C **1 ~ 3★**	カードファンテック : Fantec キカミック : Kikamic グリーニルカード : Greenill Card	**Rank A** **7 ~ 9★**	カードファンテ : Card Fante キカミ : Kikami 小夜ちゃんのおおぬさ : Sayo-chan's Banisher カードレジーナ : Card Regina アゲハキカミ : Ageha-kikami プリメラ・フィオーレ : Primera Fiore カードリガス : Card Regas ミラアキカミ : Mira-kikami ヴィリディアカード : Viridia Card スカイリーカード : Skyly Card ピンカルカード : Pinkal Card セイレイキカミ : Seirei-kikami
Rank B **4 ~ 6★**	シキカミック : Shi-kikamic ドリームマスター : Dream Master ホシキカミック : Hoshi-kikamic カザキカミック : Kaza-kikamic レッドリアカード : Redria Card オランカード : Oran Card ブルーフルカード : Bluefull Card パープナムカード : Purplenum Card ホワイティルカード : Whitill Card イエローブーズカード : Yellowboze Card	**Rank S** **10 ~ 12★**	シキカミ : Shi-kikami ザ・タロット : The Tarot ホシキカミ : Hoshi-kikami カザキカミ : Kaza-kikami カディアンナ : Cadianna オンミョウキカミ : Onmyou-kikami
Rank S & ∞ **13 ~ 16★**	シデンジキカミ : Shidenji-kikami タリス : Talis エンジェリックブレス : Angelic Breath セイメイキカミ : Seimei-kikami ガルウィンドバースト : Gal Wind Burst ミラージュクルセイド : Mirage Crusade		

マシンガン ***Machinegun:***

Rank C **1 ~ 3★**	マシンガン : Machinegun マッガン : Maggan アサルト : Assault マッガ・アザ : Magga Aza マシンガック : Machineguc マガック : Maggac グリースガン : Greasegun マッガ・グリス : Magga Gres ビームバルカック : Beam Vulcanic マッガ・スビナック : Magga S'binac ブラックホーク : Blackhawk	**Rank A** **7 ~ 9★**	ビームバルカン : Beam Vulcan マッガ・スビナ : Magga S'bina ジェルミナスガンック : Germinus Ganuc H＆K38コンバット : H&K38 Combat Sp. ヤスミノコフ0002 : Yasminakov 0002 マッガ・ドラガ : Magga Draga ドラムライン : Drumline マッガ・グイン : Magga Guin グリナビートガン : Grinna Bete Gun メガ・フォン : Megaphone
Rank B **4 ~ 6★**	リピーター : Repeater マッガ・リト : Magga Rit マズルフィーバーク : Muzzlefevic ぷよぷよフィーバーガン : Puyo Pop Fever Gun ガトリング : Gatling マッガ・ガト : Magga Gat バレットダンスック : Bulletdancic ウォーターガン : Watergun バルカン : Vulcan マッガ・バル : Magga Bar デスレイック : Deathraic グリフォーネ : Grifone ケチャップガン : Ketchup Gun マスタードガン : Mustard Gun	**Rank S** **10 ~ 12★**	マズルフィーバー : Muzzlefever ブラックダークネス : Black Darkness バレットダンス : Bulletdance デスレイン : Deathrain マガナ・リヴォルタ : Magana Revolta サイコガン : Psychogun ブリッツフェンダー : Blitz Fender
Rank S & ∞ **13 ~ 16★**	ジェルミナスガン : Germinus Gun ミズーリ M13 : Missouri M13 ヤスミノコフ9000 : Yasminkov 9000 アヴェンジャー : Avenger ヤスミノコフ9000改 : Yasmi. 9000 Ultra グリナビートバスター : Grinna Bete Buster ギガ・フォン : Gigaphone アルテラカヅチ砲 : Alterakazuchi Gun ストライクレイダー : Strike Radar ファイナルフェンダー : Final Fender		

シャドゥーグ ***Shadoogs (R-Mags):***

Rank C **1 ~ 3★**	ドゥーク : Duke シャグ・シッジ : Shag Shij ギドゥーク : Giduke シャグ・ホッダ : Shag Hodda ロガドクック : Rogadukuc シャグック : Shaguc マーク3 : Mark III ラドゥーク : Raduke シャグ・ハッグ : Shag Hagg グラルディクック : Graldikuc シャグ・ホック : Shag Hoc	**Rank A** **7 ~ 9★**	ヤクトディーク : Yactdike シャグ・ホドッグ : Shag Hodogg ガルドディーク : Galdike シャグ・ゴアッグ : Shag Goagg セガサターン : Sega Saturn グラルディーク : Graldike シャグ・ヘッジズ : Shag Hejiz ソニチ : Sonichi SPEED KING : PS Magazine R-Mag テルーG : Teroo G テルーR : Teroo R テルーB : Teroo B テルーY : Teroo Y テルーP : Teroo P ストライカー・シャグ : Striker Shag
Rank B **4 ~ 6★**	ギラドゥーク : Giraduke シャグ・アッザ : Shag Azza エブロズィクック : Ebrozikuc マスターシステム : Master System ゴラドゥーク : Goraduke シャグ・ザッザ : Shag Zazza フラウドクック : Fraudukuc カガミモチシャグ : Kagamimochi Shag ロッガドゥーク : Rogaduke シャグ・オムル : Shag Omur エルスラック : Elsralac メガドライブ : Genesis チーズくんシャグ : Cheese-kun Shag ペオースG : Peoth G ペオースR : Peoth R ペオースB : Peoth B ペオースY : Peoth Y ペオースP : Peoth P	**Rank S** **10 ~ 12★**	エブロズィーク : Ebrozike ドリームキャスト : Dreamcast 490オッソリアシャグ : 490 Ossoria Shag フラウドゥーク : Frauduke オパオパ : Opaopa エルスラール : Elsral アンスールW : Ansul W アンスールR : Ansul R アンスールY : Ansul Y アンスールB : Ansul B アンスールG : Ansul G ハガルR : Hagal R ハガルB : Hagal B ハガルY : Hagal Y ハガルG : Hagal G ハガルP : Hagal P
Rank S & ∞ **13 ~ 16★**	ディーラカーナ : Dilla Kahna パーダ・シャグ : Parda Shag プレタ : Preta リュクロス・アイ : Eye of Rykros	ランディール・シャグ : Landeel Shag エルノア : Elenor クラッド6・シャグ : Clad 6 Shag ダークファルス・ダスト : Dark Falz Dust	

ロッド ***Rod:***			
Rank C **1 ~ 3★**	ロッド : Rod ロドウ : Rod クラーリタ・ヴィサス Ⅰ : Clarita Visas I ヘリクセン : Helixen ウルロドウ : Ulrod ロック : Roc ロドック : Rodoc リュシエール : Luciel レイハロドウ : Rayharod ハッパ : Plantain Leaf グラナロドック : Granarodoc クラムホルン : Crumhorn	**Rank A** **7 ~ 9★**	グラナロドウ : Granarod パンプキン・ヘッド : Pumpkinhead クラーリタ・ヴィサスⅢ : Clarita Visas III メイロドウ : Mayrod ソーサラーロッド : Sorcerer Rod ホウロドウ : Howrod チャオの杖 : Chao Staff ダルガンロッド : Dallgunrod ゴスノアマヨケ : Goth Parasol ウィッチブルーム : Witch Broom カラミティソウル : Calamity Soul ビワホウシ : Biwahoushi インペリアルロッド : Imperial Rod
Rank B **4 ~ 6★**	ストレーガ : Strega スライロドウ : Slyrod ハラロドック : Halarodoc クラーリタ・ヴィサス Ⅱ : Clarita Visas II マルギーサ : Malgisa ハウジロドウ : Hajirod カザロドック : Kazarodoc クラッドバストーネ : Clad Bastone プリティヒガサ : Pretty Parasol ヴィエディーマ : Viedima トモイロドウ : Tomoirod オウカロドック : Okarodoc パクパクの枝 : Pakupaku Branch えこえこステッキくん : Mr. Ecoeco Stick サルヴァドール : Salvador サーサライ : Sasarai	**Rank S** **10 ~ 12★**	ハラロドウ : Halarod ラビットウォンド : Rabbit Wand クラーリタ・ヴィサスⅣ : Clarita Visas IV カザロドウ : Kazarod ガオゾランロッド : Gaozoran Rod サテライトライザー : Satellite Riser ビル・デ・ビア・ロッド : Bil De Vear Rod オウカロドウ : Okarod カジューシース : Caduceus リベラシオン : Liberación クレッセントキャスト : Crescent Cast
Rank S & ∞ **13 ~ 16★**	リュウホウジドウ : Ryuhojido ルツラロドウ : Rutsularod サイコウォンド : Psycho Wand グラヴィディオン : Gravidion ビワ☆ロック : Biwa ☆ Rock ホワイトディザスター : White Disaster コウマヅリロッド : Komazli Rod		ミラージュストーム : Mirage Storm エレクシオン : Elección アークサーベント : Archservant エンシェントスターロード : Ancient Starlord 神杖アマテラス : Divine Amaterasu エターナルサイコドライブ : Eternal Psychodrive

ウォンド ***Wand:***

Rank C **1 ~ 3★**	ウォンド : Wand ワンドラ : Wandra ワガンガ : W'ganga スタッフ : Staff スタアラ : Starra ワガスタ : W'gasta ウォンドック : Wandoc ワンドラック : Wandrac ワガンガック : W'gangac バトン : Baton バトナラ : Batnara ワガンバ : W'ganba プリーストック : Prestoc コメツタラック : Cometarac	**Rank A** **7 ~ 9★**	プリースト : Prest コメツタラ : Cometara グラナホドラック : Granahodorac ガイスト : Geist リドルラ : Lidra マジカルピース : Magic Focus お祓い棒 : Exorcism シェルドーテ : Serdote マジムラ : Majimra リュクロス・スタッフ : Rykros Staff ラガン・ヘッド : Ragan Head ローズクォーツ : Rose Quartz ダイオブサイド : Diobside ウィンドミル : Windmill
Rank B **4 ~ 6★**	セプター : Scepter セプタラ : Septara ワガセップ : W'gasep ウラヌサラック : Uranusarac パピヨンシエル : Papillion Ciel パピヨンダンス : Papillion Dance ビフテンド・レア : Beefkebob Rare ケイン : Cane ケイネラ : Canara コンゴウラ : Kongora ワガケイン : W'gacan テスブラック : Tesbrac ビフテンド・ウェルダ : Beefkebob Well Done ハゴイタウォンド : Paddle Wand スクールバッグ : School Bag クローサー : Crozier クロサラ : Crozara ワガクロッサ : W'gacros バジユラック : Bajurac ビフテンド・ミディア : Beefkebob Medium ミクのネギウォンド : Miku's Leek Wand マギサーキット : Magi Circuit マギプロセッサ : Magi Processor カーネル・ステッキ法 : Colonel Stick TECH	**Rank S** **10 ~ 12★**	ウラヌサラ : Uransara トゥインクルスター : Twinkle Star テスブラ : Tesbra マジカルウォンド : Magical Wand リュクロス・バトン : Rykros Baton バジユラ : Bajura コンサイコン : Konsaikon
Rank S & ∞	グラナホドラ : Granahodora		

13 ~ 16★	モタブの預言書 : Motav Prophecy リュクロス・セプター : Rykros Scepter エグザミネイション : Inquisitor エビルカースト : Evil Curst ゼロケイン : Zero Cane 魔杖バルバトス : Cursed Barbatos 神杖ウズメ : Divine Uzume 神杖ツクヨミ : Divine Tsukuyomi

マドゥーグ ***Madoogs (Tech-Mags):***

Rank C **1 ~ 3★**	ピット : Pit ナコン : Nakon ギピット : Gipit シバコン : Shibakon ピトック : Pitoc コンクック : Koncuc パノン・マドグ : Pannon Madog ラピット : Rapit クサコン : Kusakon ペギック : Pegic ダダジンジック : Dadajinjic ファンタシーバーガー : Phantasy Burger	**Rank A** **7 ~ 9★**	ペギー : Pegi ジンジン : Jinjin ペギータ : Pegita カブジンジン : Kabjinjin カクワネ・マドグ : Kakwane Madog ランペギー : Ranpegi オガジンジン : Ogjinjin シャト : Shato マガドゥーグ : Magadoog ラッピーアムレ・マドグ : Rappy Amure Madog ジャッゴアムレ・マドグ : Jaggo Amure Madog ウィンR : Wyn R ウィンB : Wyn B ウィンW : Wyn W ウィンG : Wyn G ウィンP : Wyn P ジャッゴソニチ・マドグ : Jaggo Sonichi Madog
Rank B **4 ~ 6★**	ギラピット : Girapit ナハコン : Nahakon ドリーク : Doric コルトバ・マドグ : Koltova Madog ゴラピット : Gorapit リウリコン : Ryulikon コニーク : Conic 星霊祭チョウチン : Festival Lantern ロガピット : Rogapit ラムラコン : Ramlakon デルピーク : Delpic ルンガ・マドグ : Lunga Madog ポリタン : Politan お茶犬ドゥーグ : Ochakendoog ジャッゴ・マドグ : Jaggo Madog	**Rank S** **10 ~ 12★**	ドリー : Dori オキクドウグ : Okikudohg ラッピー・マドグ : Rappy Madog コニィ : Coni ルクミン : Lukmin デルピー : Delpi ナイツドゥーグ : NiGHTSdoog ジャッゴアクテ・マドグ : Jaggo Acte Madog ラッピーラタン・マドグ : Rappy Latan Madog シグーR : Sig R シグーB : Sig B シグーY : Sig Y シグーG : Sig G シグーP : Sig P
Rank S & ∞ **13 ~ 16★**	エンフェルナ : Enferna ドルヴァベーグ : Dol Vaverg プーシャン : Pushan アルケミストシャドー : Alchemist Shadow ラッピーパスカ・マドグ : Rappy Paska Madog		パルム・マドグ : Parum Madog モトゥブ・マドグ : Moatoob Madog ニューデイズ・マドグ : Neudaiz Madog ラッピーノエル・マドグ : Rappy Noel Madog サンライザー : Sunriser

シールド ***Shields:***

Rank C **1 ~ 3★**	シールド : Shield ソウルシールド : Soul Shield ブレイブシールド : Hero's Shield ハマノコテ : Hama Bracer ピザハットグルメボックス : Pizza Shack D. Box ブラックシールド : Black Shield	**Rank A** **7 ~ 9★**	サイキックシールド : Psychic Shield レッドリング : Red Ring ブルーリング : Blue Ring イエローリング : Yellow Ring オレンジリング : Orange Ring ホワイトリング : White Ring パープルリング : Purple Ring グリーンリング : Green Ring プロテクトシールド : Bulwark Shield ディヴィニティシールド : Divine Shield シシリア風ピザ : Cheese Pizza Shield エイジャックス : Ajax ヘクスガード : Hex Guard
Rank B **4 ~ 6★**	プラズマシールド : Plasma Shield フレイムシールド : Flame Shield トリニティバッシュ : Trinity Bash タタミガエシ : Tatami Mat ビートバン : Kickboard フリーズシールド : Ice Shield チーズ＆チーズピザ : Spicy Pizza Shield 鉄壁のファミ通 : Iron Wall Famitsu ヴァルキュリアの盾 : Valkyrian Shield ウィングスクード : Wing Skood クリアスティル : Clear Still クロムシールド : Chrome Shield ヴァンガード : Vanguard	**Rank S** **10 ~ 12★**	アルテミス : Artemis デニッシュマリー : Denish Mari カザミノコテ : Kazami Bracer ティアスティル : Tear Still トライフィールド : Tri Field
Rank S & ∞ **13 ~ 16★**	デルナディシールド : Delnadi Shield スタンドスティル : Impasse ヴィクトリウス : Victory ガーディアンシールド : Guardian Shield レキセンノタタミ : Scarred Tatami ルピカ : Rupika ディラ・ディフェンサー : Dilla Defenser フロウウェンの盾 : Flowen's Shield スピリットガーメント : Spirit Garment		

シールドライン・防具 ***Armor (Shieldweaves):***

Rank C **1 ~ 3★**	カールライン : Car Weave カラセンバ : Cara-senba ラボル・カール : Rabol Car ラボル・ダムド : Rabol Damud ブランドライン : Brand Weave ペルパライン : Perpa Weave ヘルセンバ : Hel-senba ラボル・ペルパ : Rabol Perpa ステラライン : Stella Weave バスターズライン : Buster Weave レイハセンバ : Reiha-senba スタセンバ : Sta-senba ラボル・ステラ : Rabol Stella ラボル・サッタ : Rabol Satta ウィングスライン : Wings Weave AMF対SEEDライン : AMF Anti-SEED Weave ウィングスアルマ : Wings Armor	**Rank A** **7 ~ 9★**	ウォーカライン : Walker Weave キャスターライン : Caster Weave ハルドライン : Hard Weave ファントムライン : Phantom Weave バーガーライン : Burger Weave ガセンバ : Ga-senba ナフリセンバ : Nafri-senba ハルセンバ : Har-senba リドルセンバ : Ridol-senba ラボル・ドゥンガ : Rabol Dunga ラボル・ネイダ : Rabol Neda ラボル・ハルド : Rabol Hard ギガッシュライン : Gigush Weave ソリドライン : Solid Weave ソリセンバ : Sori-senba フウマセンバ : Fuma-senba リカウセンバ : Rikau-senba ラボル・ソリド : Rabol Solid ラボル・ティエン : Rabol Tien ラボル・ラッピー : Rabol Rappy ラボル・ガント : Rabol Gant ラボル・ラッド : Rabol Rad カテイライン : Cati Weave キャットライン : Cat Weave クリムゾンライン : Crimson Weave スケイルライン : Scale Weave DB ライン : DB Weave チーズライン : Cheese Weave カテセンバ : Cati-senba ヤマタセンバ : Yamata-senba ラボル・アステッド : Rabol Asted ラボル・カテイ : Rabol Cati ラボル・マガナ : Rabol Magana ガーディアンハーツ : Guardian Hearts
Rank B **4 ~ 6★**	メイガライン : Megaline ジートライン : Zeet Weave グリングリンライン : Green Green Weave ジューシーライン : Juicy Weave メイセンバ : Me-senba アゲハセンバ : Ageha-senba	**Rank S** **10 ~ 12★**	オルパライン : Orpa Weave ストームライン : Storm Weave スウィーツライン : Sweet Weave オルハセンバ : Orpa-senba セラフィセンバ : Serafi-senba バジセンバ : Baji-senba

	アングセンバ : Ang-senba ラボル・メイガ : Rabol Mega ラボル・シルフィ : Rabol Sylphi ギイガライン : Gigaline ギイセンバ : Gi-senba アスシノセンバ : Assino-senba ラボル・ギイガ : Rabol Giga ラボル・パッテ : Rabol Patte テイロライン : Tero Weave テイセンバ : Te-senba ラボル・テイロ : Rabol Tero ラボル・ビイト : Rabol Beat チキンライン : Chicken Weave		ラボル・オルパド : Rabol Orpad ラボル・ガイム : Rabol Gaim ルミラスライン : Lumirus Weave ラブハートライン : Loveheart Weave キャステストライン : Castest Weave ルミラセンバ : Lumira-senba アルセンバ : Al-senba ダルクセンバ : Dulk-senba ラボル・ルミラス : Rabol Lumirus ラボル・ブッティ : Rabol Buti ラボル・ビルデ : Rabol Bilde ピジェリナライン : Vijerina Weave ディラガンライン : De Ragan Weave デ・コルテライン : De Colte Weave スヴァルタスライン : Svaltus Weave ヒゼリセンバ : Hizeri-senba オウカセンバ : Oka-senba アルテラセンバ : Altera-senba アスラセンバ : Asura-senba ラボル・ピジェリ : Rabol Vijeri ラボル・チェイン : Rabol Chain ラボル・ロレイ : Rabol Rolei
Rank S & ∞ **13 ~ 16★**	ジェラドライン : Gerard Weave シノワライン : Sinow Weave ドリルライン : Drill Weave ジェラセンバ : Gera-senba ミタマセンバ : Mitama-senba ディルナディセンバ : Delnadi-senba ラメトクセンバ : Rametoku-senba ラボル・ジェラド : Rabol Gerard ラボル・ハーツ : Rabol Hearts ラボル・ファウスト : Rabol Faust フェリルライン : Feril Weave レッドライン : Red Weave ウィンドライン : Wind Weave ケブラースーツ : Aramid Suit フェリセンバ : Feri-senba ファルセンバ : Fal-senba ブゲイセンバ : Bugei-senba ラボル・フェリル : Rabol Feril		ラボル・ハンマ : Rabol Hanma ラボル・セスタ : Rabol Cesta エールライン : Yiel Weave エルセンバ : Yiel-senba ラボル・エール : Rabol Yiel カードライン : Card Weave カーネルライン : Colonel Weave タタラセンバ : Tatara-senba ラボル・ロア : Rabol Roar ランゾライン : Ranz Weave シオンセンバ : Sion-senba ラボル・ユプケ : Rabol Yupke ブレイバスライン : Bravace Weave カムイセンバ : Kamui-senba ラボル・インパクト : Rabol Impact ディオス・ハウラ : Dios Haura インフィニットアーマー : infinite Armor

ユニット *Unit Modules (Stat Boosting):*			
Rank C **1 ~ 3★**	ペルパ/パワー : Perpa / Power ペルパ/ヒット : Perpa / Hit ヘル/フォース : Hel / Force ヘル/マインド : Hel / Mind ペルパ/ガード : Perpa / Guard ペルパ/レグス : Perpa / Legs ペルパ/スタミナ : Perpa / Stamina ペルパ/レインボウ : Perpa / Rainbow	**Rank A** **7 ~ 9★**	ソリド/パワー : Solid / Power ソリド/ヒット : Solid / Hit ソリ/フォース : Sori / Force ソリ/マインド : Sori / Mind ソリド/ガード : Solid / Guard ソリド/レグス : Solid / Legs ソリド/スタミナ : Solid / Stamina ソリド/レインボウ : Solid / Rainbow バーンレジスト : Burn Resist ショックレジスト : Shock Resist コンフューズレジスト : Confuse Resist アイスレジスト : Ice Resist スリープレジスト : Sleep Resist ポイズンレジスト : Poison Resist ウィルスレジスト : Virus Resist スタンレジスト : Stun Resist アンチアップ : Anti Up アンチダウン : Anti Down
Rank B **4 ~ 6★**	ギイガ/パワー : Giga / Power ギイガ/ヒット : Giga / Hit ギイ/フォース : Gi / Force ギイ/マインド : Gi / Mind ギイガ/ガード : Giga / Guard ギイガ/レグス : Giga / Legs ギイガ/スタミナ : Giga / Stamina ギイガ/レインボウ : Giga / Rainbow	**Rank S** **10 ~ 12★**	ルミラス/パワー : Lumirus / Power ルミラス/ヒット : Lumirus / Hit ルミラ/フォース : Lumira / Force ルミラ/マインド : Lumira / Mind ルミラス/ガード : Lumirus / Guard ルミラス/レグス : Lumirus / Legs ルミラス/スタミナ : Lumirus / Stamina ルミラス/レインボウ : Lumirus / Rainbow
Rank S & ∞ **13 ~ 16★**	フェリル/パワー : Feril / Power フェリル/ヒット : Feril / Hit フェリ/フォース : Feri / Force フェリ/マインド : Feri / Mind フェリル/ガード : Feril / Guard フェリル/レグス : Feril / Legs フェリル/スタミナ : Feril / Stamina フェリル/レインボ : Feril / Rainbow インフィニット/パワー : Infinite / Power インフィニット/ヒット : Infinite / Hit	インフィニット/フォース : Infinite / Force インフィニット/マインド : Infinite / Mind インフィニット/ガード : Infinite / Guard インフィニット/レグス : Infinite / Legs	

SUV ユニット ***Unit Modules (SUV Units):***

Rank C **1 ~ 3★**	Not Available	**Rank A** **7 ~ 9★**	ヘーゲルアタッカー : Hegel Attacker ラファールアタッカー : Rafal Attacker ブリッツアタッカー : Blitz Attacker グロームアタッカー : Grom Attacker メテオアタッカー : Meteor Attacker シュトルムアタッカー : Sturm Attacker ラピア・フリューゲ : Rapia Fluge スローネ・カタラクト : Thrones Cataract イノセントパニッシャー : Innocent Punisher デスインパクト : Death Impact バーニングパンツァー : Burning Panzer セイクリッドクラスター : Sacred Cluster アセンション・ギフト : Ascension Gift アレス・エスパダ : Ares Espada アレス・ファウスト : Ares Faust アポロ・ファウスト : Apollo Faust
Rank B **4 ~ 6★**	ヘーゲルバスター : Hegel Buster ラファールバスター : Rafal Buster ブリッツバスター : Blitz Buster グロームバスター : Grom Buster メテオバスター : Meteor Buster シュトルムバスター : Sturm Buster ギガス･エスパダ : Gigas Espada パラディ・カタラクト : Paradi Cataract ヴィヴィアン・フリューゲ : Vivienne Fluge ギガス・ファウスト : Gigas Faust ワイズ・ファウスト : Wise Faust ヴィヴィアンパニッシャー : Vivienne Punisher ビグスインパクト : Big Impact エアライドクラスター : Air Ride Cluster フレイムパンツァー : Flame Panzer セラフィム・フリューゲ : Seraphim Fluge	**Rank S** **10 ~ 12★**	ヘーゲルバースト : Hegel Burst ラファールバースト : Rafal Burst ブリッツバースト : Blitz Burst グロームバースト : Grom Burst メテオバースト : Meteor Burst シュトルムバースト : Sturm Burst エクスシア・フリューゲ : Exusia Fluge エターナル・カタラクト : Eternal Cataract エターナルパニッシャー : Eternal Punisher バーストインパクト : Burst Impact インフェルノパンツァー : Inferno Panzer スターライトクラスター : Starlight Cluster エクスシア・エスパダ : Exusia Espada エクスシア・ファウスト : Exusia Faust ケルビム･ファウスト : Kelbim Faust
Rank S & ∞ **13 ~ 16★**	Not Available		

ミラージュブラスト／ユニット ***Unit Modules (Mirage Blast):***			
Rank C **1 ~ 3★**	Not Available	**Rank A** **7 ~ 9★**	爆炎ノ咆哮 : Fiery Roar 氷結ノ疾風 : Ice Gust 雷電ノ稲光 : Lightning Flash 土壁ノ衝撃 : Levee Impact 光輝ノ聖域 : Brilliant Haven 闇夜ノ抱擁 : Night Embrace
Rank B **4 ~ 6★**	火炎ノ咆哮 : Flaming Roar 氷雪ノ疾風 : Snow Gust 雷鳴ノ稲光 : Thunder Flash 土塊ノ衝撃 : Clod Impact 光明ノ聖域 : Light Haven 闇黒ノ抱擁 : Dark Embrace	**Rank S** **10 ~ 12★**	焔炎ノ咆哮 : Inferno Roar 氷刃ノ疾風 : Ice-Blade Gust 雷鼓ノ稲光 : Storm Flash 土崩ノ衝撃 : Landslide Impact 光臨ノ聖域 : Mighty Haven 闇魔ノ抱擁 : Diabolic Embrace
Rank S & ∞ **13 ~ 16★**	Not Available		

ビジュアルユニット ***Unit Modules (Visual Units):***

Rank C **1 ~ 3★**	コズミックパーティクル C : Cosmic Particle C ブライトネスサークル C : Brightness Circle C フラワーアート C : Flower Art C ホワイティルウィング C : Whitill Wing C スカウリングバブル : Scouring Bubble もやしもんワールド : Moyashimon World ヘブンリーリング : Heavenly Ring ぷよメントオーラ : Puyoment Aura ブーストオーラ I : Boost Aura I	**Rank A** **7 ~ 9★**	ソーサラーパーツ : Sorcerer Gear ダイヤモンドダスト : Diamond Dust スモーキングフィールド : Smoking Field フォトンドライヴ : Photon Drive エレクトロフィールド : Electro Field ハイパーウェイブ : Hyperwave コズミックパーティクル : Cosmic Particle ブーストオーラ II : Boost Aura II
Rank B **4 ~ 6★**	ガーメントオーラ : Garment Aura セーフティハート : Safety Heart エレクトロハート : Electro Heart ブラックハート : Black Heart オーラフィールド : Aura Field セイクリッドクロス : Sacred Cross ハーツオブオンマ : Heart of Onma ラッピーモード : Rappy Mode キリングハーツ : Killing Hearts ハーツオブダルク : Heart of Dulk オータムフィールド : Autumn Field リーフフィールド : Leaf Field フラワーアート : Flower Art イエローブーズウィング : Yellowboze Wing	**Rank S** **10 ~ 12★**	クリムゾンウィング : Crimson Wing ダークネスウィング : Darkness Wing ホワイティルウィング : Whitill Wing ブライトネスサークル : Brightness Circle フォトンフィールド : Photon Field セレブティックオーラ : Celebrity Aura ダークネススペル : Darkness Spell ホワイティルスペル : Whiting Spell ブルーフルウィング : Bluefull Wing ピンカルウィング : Pinkal Wing パープナムウィング : Purplenum Wing グリーニルウィング : Greenill Wing オランウィング : Oran Wing
Rank S & ∞ **13 ~ 16★**	ブーストオーラ III : Boost Aura III		

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Bestiary:

Here is a listing of all the enemies available in *Phantasy Star Portable 2 Infinity*, with the newly introduced enemies listed by this particular color. The bosses in the game are not listed in this section because they are already listed in the **Infinity Missions** section of this guide. To see the names of bosses, please refer to that previous section. Again, this is just a listing of names and the planets / areas they appear from. For more data on these creatures, please consult the Japanese or English Wikis.

パルム系 ***Parum:***	モトゥブ系 ***Moatoob:***	ニューデイズ系 ***Neudaiz:***
ヴァーラ : Vahra	ラプチャ : Lapucha	ラッピー・ポレック : Rappy Polec
ゴ・ヴァーラ : Go Vahra	サンド・ラッピー : Sand Rappy	カクワネ : Kakwane
エビルシャーク : Evil Shark	ナヴァル : Naval	ラッピー・グッグ : Rappy Gugg
パルシャーク : Pal Shark	ナヴァ・ルッダ : Nava Ludda	アギータ : Ageeta
コルトバ : Koltova	ザウッザ : Zauzza	サウギータ : Sageeta
ディストバ : Distova	ヴァンダ : Vanda	ゴーモン : Gohmon
バジラ : Badira	ヴァンダ・メラ : Vanda Merha	オルゴーモン : Olgohmon
ゴ・バジラ : Go Badira	ヴァンダ・オルガ : Vanda Orga	ブーマ : Booma
ポルティ : Polty	ジシャガラ : Jishagara	ゴ・ブーマ : Go Booma
パル・ソーザ : Bal Soza	サベージ・ウルフ : Savage Wolf	コウマズリ : Komazli
ヴォルフ : Volfu	バーベラス・ウルフ : Barbarous Wolf	オルアカ : Ollaka
シャグリース : Shagreece	ズーナ : Zoona	ゴウシン : Goshin
ミズラ : Mizura	ベッガ : Vegga	ムルヌハ : Mulnuha
スティンギー : Stingee	ブル・ブナ : Bul Buna	カガジバリ : Kagajibari
ワルムス : Walmus	ポイゾナスリリー : Poison Lily	ウバクラダ : Ubakurada
ジャーバ : Jarba	ル・ダッゴ : Lu Duggo	ダノアマズ : Danoamaz
アスターク : Astark	ビル・デ・ビア : Bil De Vear	ダカマズリ : Dakamazli
ポラヴォーラ : Polavohra	ドルァ・ゴーラ : Drua Gohra	テンゴウグ : Tengohg
ゴル・ドルバ : Gol Dolva	コグ・ナッド : Kog Nadd	クデトウブ : Kudetob
ジェリス : Jeris	バグ・デッガ : Bag Degga	カマトウズ : Kamatoze
グラス・アサッシン : Grass Assassin	モグ・ボッゴ : Mog Boggo	ゼルーモン : Zelumon
ガイノゼロス : Gainozeros	ナノノドラゴ : Nano Dragon	ミルリリー : Mil Lily
フランブルーメ : Flan Blume	ダゴ・グジェリ : Dago Gujeri	ゴルリリー : Gol Lily
ボラ・ヴリーマ : Bola Vreema	バファル・ブラッガ : Bafal Bragga	ゴナン : Gonan
	ラッピー・リゾナ : Rappy Rizona	ゴランガラン : Goran-Garan
	ココ・メロッダ : Koko Melodda	

マシナリー系 ***Machinery:***	人型系 ***Humanoids:***	SEED 系 ***SEED forms:***
YG-01Z BUG	イルギル : Ill Gill	パノン : Pannon
YG-01K BUGGE	SEED・キャスト Sh : Seed-Cast (Sh)	ベルパノン : Bel Pannon
フラビット B1 : Flavit B1	SEED・キャスト Kn : Seed-Cast (Kn)	ガルディン : Galdeen
グラビット S7 : Gravit S7	SEED・キャスト Sa : Seed-Cast (Sa)	デルセバン : Delsaban
ブナリ甲 3 型 : Bunari Kou-3	SEED・キャスト Tw : Seed-Cast (Tw)	デルジャバン : Deljaban
GSM-05 シーカー : GSM-05 Seeker	ガーディアンズ・ロスタ : Guardians Rosta	カオスソーサラー : Chaos Sorcerer
GSM-05B ボーマルタ : GSM-05B Bomalta	ガーディアンズ・ロスク : Guardians Rosk	センディラン : Sendillan
GSM-05M ティレントス : GSM-05M Tirentos	リトルウィング・ロスタ : Little Wing Rosta	オルクディラン : Orcdillan
バイシャ甲 21 型 : Bysha type-Koh21	リトルウィング・ロスク : Little Wing Rosk	デルプ・スラミィ : Delp Slami
バイシャ乙 32 型 : Bysha type-Otsu32	特務兵・カノーネ : Special Ops – Kanohne	ジェディン : Jedein
ゴーマ・ディラ : Gohma Dilla	特務兵・ゾルダ : Special Ops – Solda	ディルナズン : Dilnazen
ゴーマ・メスナ : Gohma Methna	特務兵・アサルト : Special Ops – Assault	ダークベルラ : Dark Belra
シノワビート : Sinow Beat	特務兵・スパーダ : Special Ops – Sparda	SEED・アーダイト : Seed-Ardite
ディラ・グリーナ : Dilla Griena	特務兵・ヴォビス : Special Ops – Vobis	デルバイツァ : Delbiter
グリナ・ビート C : Grinna Bete C	同盟軍重装兵 : AMF Heavy Infantry	ボルガディラン : Vorgadillan
シノワ・ヒドキ : Sinow Hidoki	教団警衛士・タグバ : Armed Servant – Taguba	ダーヴァガイン : Darvaguine
ビード・グルーデ : Bead Groode	教団警衛士・オズナ : Armed Servant – Ozuna	ジャスナガン : Jusnagun
フィンジェ R : Finjer R	教団警衛士・バスタ : Armed Servant – Basta	ゾルディラン : Zoldillan
フィンジェ G : Finjer G	教団警衛士・オブメ : Armed Servant – Obme	SEED・ヴァンス : Seed-Vance
フィンジェ B : Finjer B	ローグス・オッズ : Rogue – Ogg	SEED・ヴィタス : Seed-Vitace
ギャランゾ : Garanz	ローグス・ジャッセ : Rogue – Jasse	ザシャロガン : Zasharogan
	ローグス・マッズ : Rogue – Mazz	キャリガイン : Carriguine
	ローグス・ウィッコ : Rogue - Wikko	SEED・アーガイン : Seed-Argine
		ガオゾラン : Gaozoran
		インディベルラ : Indi Belra
		カオスブリンガー : Chaos Bringer

スタティリア系 ***Stateria:***	レアモンスター系 ***Rare Monsters:***
ゴルモロ : Golmoro	ラッピー : Rappy
タヴァラス : Tavalus	ギルシャーク : Guil Shark
ヴァルガタス : Vulgatus	ジゴ・ブーマ : Jigo Booma
スヴァルタス : Svaltus	ジャッゴ : Jaggo
スヴァルティア : Svaltia	ナルリリー : Nar Lily
ガルヴァパス : Galvapas	デルナディアン : Delnadian
ザムヴァパス : Zamvapas	ビル・デ・メラン : Bil De Melan
ライグタス : Rygutass	ダーベラン : Darbelan
オブリリー : Ob Lily	ルタス・ジッガ : Lutus Jigga
ヴァリアラン : Valiaran	オルグダス : Orgdus
イヴァーラス : Ivarlus	ラッピー・パラル : Mini Rappy
ナーゲヴァール : Nargevahl	グリナ・ビート S : Grinna Bete S
ブリガンティア : Brigantia	YG-01U BUGGES
ブレードマザー : Blade Mother	シノワゴールド : Sinow Gold
フォースマザー : Force Mother	ラッピー・イッグ : Rappy Igg
シュートマザー : Shoot Mother	SEED・ラボスタッフ : Seed-Lab Staff
	SEED・ヴェナス : SEED Venus
	バランゾ : Baranz
	ラッピー・マキナ : Rappy Machina
	ラッピー・グラキ : Rappy Guraki
	ジャッゴ・リゾナ : Jaggo Rizona

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

Translated Names of Missions, Old & New:

Here's a list of all the Missions available in the game, with the new Missions displayed in red. Mission criteria are not displayed.

***Open / Free Missions* フリーミッション：**	
惑星パルム ***Planet Parum:***	惑星モトゥブ ***Planet Moatoob:***
烈風渦巻く討伐戦 : War of the Winds	幽谷に祀られし守り神 : Guardian of the Valley
新造極秘の暴走重機 : Secret Rampage	雷雪降る侵食孔 : Thunder and Ice
水底に響く鋼音 : Seabed Vibrations	奪われた破壊兵器 : Stolen Weapon
海の底の古代遺跡 : Undersea Ruins	修羅の谷 : Valley of Carnage
遺跡の奥に眠るモノ : Sleeping Warriors	熱帯雨林の猪突獣 : Jungle Charger
星の傷跡 : Scarred Planet	最凶の砂獣 : Desert Terror
草原の支配者 : Plains Overlord	鉱山防衛 : Mine Defense
双頭の守護獣 : The Dual Sentinel	砂丘の楼閣 : Citadel of Sand
狂う珍獣 : The Mad Beasts	砂塵の機械戦士 : Desert Goliath
紅の巨獣 : Crimson Beast	燃ゆる銀世界 : Burning Snow
エンドラムの残党 : Endrum Remnants	氷雪の洞窟 : Caves of Ice
多脚兵器破壊指令 : Multiped Threat	最果ての実験基地 : Lonely Laboratory
雷獣の都 : Lightning Beasts	蛇獣覚醒 : Awoken Serpent
貨物列車救援 : Train Rescue	極寒の地で轟くモノ : Polar Rumblings
旧跡の死闘 : Duel in the Ruins	灼熱の震角獣 : Flaming Horns
双生の修羅 : Twin Demons	
惑星ニューデイズ ***Planet Neudaiz:***	クラッド 6 ***CLAD 6:***
乱破犇めく星霊祭 : Festival Fracas	蒼穹に響く戦慄 : Blue Sky Shivers
進化のカタチ : Shape of Evolution	蒼海の巨殻獣 : Azure Water Beast
狂信者の杜 : Grove of Fanatics	夢幻の如く : Like a Dream
流水の神殿 : Sacred Stream	聖域の回廊 : The Sacred Corridor
凶飛獣討伐 : Demons Above	終焉の銀河 : The Galaxy's Demise
月下の翼獣 : Moonlight Beast	飛来者の記憶 : Record of the Assault
桜華の法撃 : Sakura Blast	SEED の胎動 : Seed Awakened
白き聖獣 : White Beast	電脳の化身 : Electronic Brain
東方より来るモノ : The Eastern Peril	メトロリニア突破 : Military Subway
花吹雪く追走戦 : Flowery Pursuit	同盟軍本部奪還 : AMF HQ Recovery
虹色の法獣: Rainbow Beast	暴走 SEED 特急 : Seed Express
踊る珍鳥 : Dancing Birds	プラント奪還 : Fight for Food
胞子を喰らう六眼 : Spore Eaters	暗黒の衛星 : Dark Satellite
密林の侵入作戦 : Woodland Raid	真影に至る闇 : True Darkness
聖地奪還 : The Holy Ground	黒き星に巣くうモノ : The Black Nest
研究の代価 : Price of Knowledge	暗黒神の封印 : The Dark God
	穿つ双剣の遺産 : Bladed Legacy
	忘却の城郭 : Forgotten Castle
	太古からの侵略者 : Ancient Invader

***Tactical Missions* エクストラミッション ：**	
惑星パルム ***Planet Parum:*** 突撃奇怪生物リポート : Beast Assault Report スクラップゴースト : Scrap Ghost スクラップハート : Scrap Heart スクラップスピリット : Scrap Spirit 少女の英雄は卵泥棒 : The Egg Thieves 炎獣の咆哮 : Roar of Flames	惑星モトゥブ ***Planet Moatoob:*** ブルース・ダンジョン : Bruce's Dungeon 電光石火の浄化指令 : Urgent Orders
惑星ニューデイズ ***Planet Neudaiz:*** 彼女からの極秘任務 : Her Secret Mission 極幻の大攻勢 : The Big Push	クラッド 6 ***CLAD 6:*** 焔帝の猛攻 : Fiery Onslaught グラールヒーローズ : Gurhal Heroes マキシマムアタック∞I : Maximum Attack Infinity I マキシマムアタック∞II : Maximum Attack Infinity II マキシマムアタック∞III : Maximum Attack Infinity III マキシマムアタック∞IV : Maximum Attack Infinity IV ファンタクイズバトル！ : Fanta Quiz Battle トロとクロのPS冒険日記 : Toro & Kuro's PS Adventure Diary トロとクロの∞冒険日記 : Toro & Kuro's Infinity Adventure Diary ゲーマガ 天守閣の乱！ : Gemaga - War of the Keep The Kasch Test : ファミ通マキシマムアタック JUMP 邪王降臨 : JUMP Decent of the Wicked King マキシマムアタッククロス I : Maximum Attack Cross I マキシマムアタッククロス II : Maximum Attack Cross II マキシマムアタッククロス III : Maximum Attack Cross III マキシマムアタッククロス IV : Maximum Attack Cross IV 黄塵の行進曲 : Sand March 紅蓮の遁走曲 : Fiery Fugue 漆黒の狂想曲 : Ebony Capriccio 深緑の即興曲 : Emerald Impromptu 紺碧の交響曲 : Azure Symphony 第四の封印装置 : The 4th System 白亜のコンサート : Ivory Concert 夢幻の鎮魂 : Phantasmal Requiem 星霊の守護者たち : Astral Spirit Guardians ★ぷよぷよ！セガ調査指令 : ★Puyo Pop! SEGA Survey 神宴狂瀾の超星霊祭！ : Celestial Festival of Madness 手作りファンタ大作戦 : Home-Made Fanta Battle 奪われたカロリーメイト : The Stolen Caloriemate

エクストラミッション・サイドストーリー ***Tactical Mission, Side Story*** :

白き旅人 : Wayfarer in White
紅の戦鬼 : Crimson Warrior
英雄たちの輪舞曲 : Heroes' Ronde
ハルの突撃リポート : Hal's Assault Report
時空を超えて : Transcending Space-Time

Urgent Missions:

幻影の聖跡 : Phantom Ruins
幻影の横坑 : Illusionary Shaft
幻影の火孔 : Phantom Fissure
幻影の樹林 : Forest of Illusion

SEED Purification Missions:

冷厳なる氷華 : Flowers of Ice
夢幻の炎谷 : Scorched Valley
炎花咲く園 : Burning Garden
妖艶なる炎花 : Flower of Flames

バトルミッション ***Battle Mission:***

カタパルトジャンプ : Catapult Jump
炎のメセタ拾い : Fiery Meseta Hunt
電撃デスマッチ : Electric Deathmatch
城郭での戦い : Castle Conflict
大いなる脅威 : The Great Threat
トップを目指せ : Aim for the Top
ローラーダッシュ : Roller Dash
ツーラインハンティング : Two-Line Hunting
スイッチを踏むのは誰だ : Step On It!
ナインルームズ : Nine Rooms

交換ミッション ***Exchange Missions :***

∞GPEXTRA 交換所 : Infinity GP Extra Exchange
MA∞報酬交換所 : Max Attack Infinity Reward Exchange
MA∞交換所 : Maximum Attack Infinity Exchange
ラピ子のなんでも屋さん : Rapico's “Anything Shop”
インフィニティ GP 交換所 : Infinity Grand Prix Exchange
トレジャー交換所 : Planetary Treasure Exchange
トレーニング交換所 : Curtz' Training Exchange
砂漠惑星のオアシス : Desert Oasis
機械惑星の秘密結社 : Secret Society
星霊惑星の賽銭箱 : The Offertory Box
楽園衛星の裏酒場 : The Secret Pub
さすらいの星間行商人 : Wandering Peddler
マキシマムアタック交換所 : Maximum Attack Exchange
MAX 交換所 : MAX Exchange
MAX イベント報酬交換所 : MAX Special Exchange
チャレンジ II 交換所 : Challenge II Exchange

***Client Orders* クライアントオーダー ：**

イリアスクライアントオーダー ***Illias' Client Orders :***

安全基準 : Safety Standards
盗掘者を待ち受ける者 : Grave Robbery
シティの生活を守れ : Quality of Civic Life
スカイクラッドからの依頼 : On Behalf of Skyclad
共同戦線 : Strategic Alliance
狩猟の理由 : Reason for the Hunt
裏切られた信仰 : Faith Betrayed
強い･早い･安い! : Strong, Fast, Cheap!
資源の価値は : What's it Worth?
特製教育プログラム : Special Education
文化財の保護に走れ : Cultural Reserve
めいわくな珍鳥 : Fowl Trouble
スピードラン･シーケンス : Speed Run
ライグタスを討て! : Rygutass Hunt
禍つ刻の中 : Malevolent Time
傭兵の剣 : Mercenary's Sword
例のないデータ : Data Like No Other
警衛士への指針 : Guard Guide
良質への追求 : Seekers of Quality
武器をもち替える時 : Changing Arms
片手間に双手剣 : Two Blades in Hand
最速の旋風 : Quickest Cyclone
ふたつの爪を抱き、行け : With Two Claws, Go
剣を極めしもの : Swordmaster
命がけのアクション : Death-Defying Acts
法獣に爪を! : Claws for the Beast!
ウィップ･クリップ : Whip Clip
貫くは我が飛刃 : Slice of Life
悪趣味なショウ : In Bad Taste
過去を撃ち抜け! : Shoot the Past!
商品開発への道 : The Road to R&D
炸裂の舞い : Explosive Flurry
目標をセンターに : Bull's Eye
二つの硝煙 : Two Wisps of Smoke
星の傷口 : The Planet's Wound
企業競合演習 : Competitive Training
投刃演舞 : Blade Dance
舞い散るは、花と弾 : Flowers & Bullets
社内調査のモニター : Corporate Watchdog

ロレットクライアントオーダー ***Laurette's Client Orders :***

資源の光名を求めて : Seeking Resources
スクラップも積もれば…… : Every Bit Helps
機械の功罪相半ば : Machines' Benefits
芸術は爆炎 : Incendiary Art
写真家の願い : The Photographer
太陽系警察の辛酸 : Police Incident
武器開発の曙 : Weapon R&D
誰がための保護 : Whose Protection?
系列会社からの任 : Inside Job
れがリトルウィング流 : Little Wing It
建築調査に走れ : Architectural Survey
自然の脅威 : Savage Nature
お手並み拝見 : Prove Yourself
集う信者 : The Believers
レリクス特番!? : Relic TV?
語られない過去 : Unspeakable Past
うらやましくなんてない : Not Envious at All
近すぎず、遠すぎず : Not Close, Not Far
永遠のライバル : Eternal Rivals
意地悪な義姉 : Wicked Stepsister
意地を張る妹 : Stubborn Sister
天才たちの飛躍 : Genius Takes Flight
ストレンジ･ブラザーズ : Strange Brothers
過ぎたる期待 : Unreal Expectations
想起する硝煙女帝 : Empress of Cordite
リトルウィンググランプリ : Little Wing Grand Prix
ファーストラブ : First Love
ブラックヒストリー : Black History
スペースパイレーツ : Space Pirates
教えてカーシュ族 : Teaching the Kasch Clan
ヒロイックサーガ : The Heroic Saga

イリアスクライアントオーダー ***Illias' Client Orders :***

採用人事の監査 : HR Observer
魔導具とともに : Tech-Mag A-Go-Go
射導具の可能性 : R-Mag Potential
社員の鑑 : Model Worker
オーシャンロード : Ocean Road
ムーンライトガーデン : Moonlight Garden
スタティリアキラー : Stateria Killer
トロピカルゾーン : Tropical Zone
インポッシブル : Impossible
バトルユニバース : Battle Universe
ロードオブアーク : Road of the Ark
レジェンドレコード : Legendary Record

カーツのクライアントオーダー ***Curtz' Orders:***

武器の入手と装備(1) : Get and Equip a Weapon (1)
武器の入手と装備(2) : Get and Equip a Weapon (2)
ハンターのライセンス : Hunter's License
レンジャーのライセンス : Ranger's License
フォースのライセンス : Force's License
ブレイバーのライセンス : Braver's License
タイプエクステンド・ナックル : Type Extend, Knuckle
タイプエクステンド・ライフル : Type Extend, Rifle
タイプエクステンド・ロッド : Type Extend, Rod
タイプエクステンド・クロー : Type Extend, Claw
アビリティカスタマイズ : Ability Customize
チャット機能発言 : Speak using Chat
オートワード設定 : Autoword Setup
ビジフォン称号受取 : Receive Visiphone Title
祈祷効果 : Receive a Blessing
キャラクターのパーティー加入 : Invite Character to Party
トレーニングミッション : Training Mission

ピットクライアントオーダー ***Pit's Client Orders :***

牙を集めろ！ : Fang Collector
突然変異のカギ : Mutation Trigger
血清製造を急げ : Serum Rush Order
社のプライド : Corporate Pride
バトル・スカウター : Battle Scout
ヴァンダファブリック : Vanda Fabric
適応進化 : Adaptive Evolution
シャーク・ハンターズ : Shark Hunters
ウルフ・ハンターズ : Wolf Hunters
ブーマの納品 : Booma Bounties
教団との演習 : Communal Training
同盟軍の弱点 : AMF's Soft Spot
本社への報告書 : Head Office Report
理想のエネルギー : The Ideal Energy
生態系を守れ : Eco-war
披露宴料理食材の調達 : Catering Supplies
浄水プラントを守れ : Purity Imperiled
解剖用検体の採取 : Dissection Samples
教団からの援助要請 : Communion SOS
信頼のかたち : The Shape of Trust
アビリティチェック : Ability Check
仮想の強敵 : A Virtual Nightmare
フォトン媒体を採取せよ : Photon Catalysts
自律機動兵器の関節 : Mechanical Joints
研究の礎 : Basics of Research
高級食材を入手せよ : Gourmet Ingredients
マシナリーの耐久性 : Machine Durability
媒介種を調査せよ : Corporate Bragging
危険なモチーフ : A Dangerous Motif
奪われる気持ち : Feeling Violated
全てを越えし者 : The All-Surpassing
進化する牙獣 : Evolving Fanged Beasts
蘇りし光と闇 : Rebirth of Light & Darkness
暴走軍団 : Rogue Corps
黒白の旋風 : Black & White Whirlwind
ドラゴンカーニバル : Dragon Carnival
未来に向かって : Towards the Future

11. Further reading on using Japanese

Lastly, I know that some are curious on how to use the Japanese keyboard and chat functions in *Infinity*. This section will briefly go over the instructions on how to do so. Plus I will provide sources on where to go if you want to learn more.

How to type in Japanese using the Soft Keyboard / How to use Lobby Actions & Animations:

The photo on the left will be something of a cross-reference on how to use the Japanese Soft Keyboard. The basic keys you should know are that **SELECT** brings up the shortcuts. Repeatedly pressing **SELECT** will bring up the chat box (**pictured left**).

Using the **L & R Triggers**, you may toggle and choose between one of *seven* total textual input modes. From left to right, they are ***Hiragana*** [かな], ***Katakana*** [カナ], ***English*** [全英], ***Punctuation & Symbols*** [全記], ***English Half-Width*** [英半], ***Punctuation & Symbols Half-Width*** [半記], ***Emoticons***.

In the picture above, I've chosen Hiragana to type with. Using the **D-Pad** to highlight characters, and the **Circle** button to select, you are able to enter text into the chat box above. If you want to effectively cancel what you've written thus far, you can use the **X Button** on the text you've written to completely erase it [alternatively, you can highlight the **BS** option and hit **Circle** to confirm using **Backspace**]. As you're typing, Japanese text appears highlighted in blue. The reason behind this is that when typing in Japanese using **Hiragana**, the user can easily complete an entire written word in **Hiragana**, and then switch it over to how it's written in **Kanji**. As you're typing words in Japanese, you have one of two options. Either you may press the **Triangle** button and bring up a list of **Kanji** that corresponds to the word you've written. Or you can hold **START** and press up or down on the **D-Pad** to use the quick-word selection to help complete sentences faster.

For example, I've typed out [か] in Hiragana. In the upper left corner of the window, I'm given more word auto-complete options that alphabetically start with [か]. I can use words such as かわいい [Cute], かっこいい [Cool], 回復 [Recovery], and also カウンター [Counter]. One more thing I should also mention while typing in Japanese is that pressing the **Square** button will eliminate the blue highlight around text you've written and allow you to start a new word within the sentence. It takes some getting used to, but it can be done. While not typing, using the **Triangle** button changes the type of chat bubble that appears when you finish your phrase. From **Normal**, to **Exclaimatory**, to **Pondering**.

Lastly, when **your character has no weapon equipped on the battlefield or in CLAD 6 / Visual Lobbies** your character may use the **Square** button to bring up the lobby actions. I'm sure you're familiar with these by now. They've been around since the year 2000 for Phantasy Star Online on Sega Dreamcast. In the picture to the left, I'm using the command 手を振る [Wave your Hand]. Well, I hope this helps you further!

Phantasy Star Portable 2 Infinity : Japanese to English Translation Guide written by DeviFoxx

"If I want to learn Japanese, where are some good places to get started?":

In all honesty, the best place to start is looking for an actual School or College course that teaches Japanese as a second language. Nothing beats that, to be honest. But I wouldn't take up Japanese as a second language unless you're **serious** about learning it. I am not trying to discourage you, but you must understand that with all foreign languages (not just Japanese, but all of them) that there is a certain level of true dedication and commitment that's involved if you want to learn it and become even moderately fluent. There's absolutely nothing wrong with trying to learn Japanese, but the **LAST** reason you should take up Japanese, or any foreign language, is because it's a just a trendy fad to you. I promise you that you will be severely lost and left behind. In fact, to me, in learning Japanese, these are some of the biggest no-no's:

- Using Anime as a study guide / reference point to learn Japanese. The English translations in anime—especially fansubs in particular—hardly stay true to the meaning of the original Japanese word. And when you're a beginner and you're trying to mimic those words, you're not getting the basic foundation that is extremely **vital** to you learning Japanese. Which is why most Japanese people would look at you funny if you were speaking to them using phrases you learned from an Anime, since normal Japanese people don't talk like that in a natural setting. The only thing that watching movies and anime in Japanese DOES do—to its own credit—is help you in accurate pronunciation of words and phrases, and not the actual learning of words.
- Try to refrain from isolating yourself and studying on your own. Ultimately, it'll stunt your growth in learning foreign languages because you'll become accustomed to the way ***you*** read things as opposed to how native speakers actually read it. Try to socialize with native Japanese, or a non-native who speaks Japanese to help correct your lingustic skills.
- Probably the biggest no-no of all is going to sites like YouTube and watching videos by wide-eyed girls with large chests who claim they can speak Japanese (I know you have someone in mind that I might be talking about, but there is more than one person who does this. There's several, to be honest, and I'm not naming any Internet Personality in particular). 9 times out of 10, these so-called "experts" are poseurs, imitators, or flat-out weeaboos (Anime fanatics) who speak Japanese on a very basic and ***extremely*** elementary, and child-like level. These sorts of people aren't out to really "teach" you anything, but simply want your attention and viewership.

What I do suggest though is that if you are serious, that you pick up one **Vocabulary Dictionary**, one **Kanji Dictionary**, and one **Grammar Dictionary**. I would also investigate elementary Japanese learning books published by **The Japan Times** if you would like to learn more. These three things are very good basic tools to get started with. Just remember though that you still need at least some level of immersion in order to advance further.

NOTICE: It should be noted however that in relation to the game ***Infinity***, when you're trying to investigate information such as the whereabouts of weapon / item drops, the information on the Japanese Wiki for Infinity (http://wog.main.jp/psp2i-wiki/mika/) has a distinct way it lists the names of missions. It uses a lot of abbreviations for mission names and parameters.

An example would be when looking at the **Twin Saber** database on the Japanese Wiki and looking up specifically on **How To Obtain** [入手方法] the 16 Star weapon, **Dios Despertar** [ディオス・デスペルタル], you might see information listed like this:

ボス箱, 終焉∞ MAI4∞, IM 破壊神(LV201-249)

Translated, it literally says **"Boss Box, *The Demise* ∞, MAI4 ∞, IM *Apocalyptic God* (Lv201-249)"**. I'm sure you can figure out what most of it means, since I've given you the translation table for the boss names in Infinity Missions. I'm also certain you realize that the ∞ means that you must play the mission at ∞ Rank Difficulty. But I'm sure you're wondering what **The Demise** [終焉] means. That's actually an abbreviation of the name of a Free Mission. Namely, the Clad 6 Mission **The Galaxy's Demise** [終焉の銀河]. With this in mind, you can now use the Japanese Wiki alongside this guide to look up drop information for the items you're seeking. Enjoy!

Special Thanks & References:

In all honesty, I'd like to thank the fans of the Phantasy Star series for their support, and encouragement to inspire me to make a guide like this. I hope you guys appreciate it, because this took a long time to write, compiled with going to college and other stuff I had going on. It took me nearly two months to write this.

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- http://www.pso-world.com/ - This site is where many discuss this game, namely in the **Phantasy Star Portable** forums.
- http://bumped.org/psublog/ - A **Phantasy Star** blog maintained by user, Ricardo Santilli.
- http://psp2.psupedia.info/Main_Page - A Subdivision of the **PSUpedia** devoted to *Phantasy Star Portable 2.*
- http://pspo2.wikiwiki.jp/ - The original Japanese Wiki devoted to *Phantasy Star Portable 2*.
- http://wog.main.jp/psp2i-wiki/mika/ - An Off-Shoot of the Japanese Wiki, devoted to *Phantasy Star Portable 2 Infinity*.